

CastlevaniaTM

Symphony of the Night

Official Guide

The ONLY Official Guide

BradyGAMES
STRATEGY GUIDES

COVERS SONY PLAYSTATIONTM





Christine Cain

<i>Introduction</i>	<i>1</i>
<i>Bosstiary</i>	<i>4</i>
<i>Familiars</i>	<i>10</i>
<i>Items</i>	<i>12</i>
<i>Merchant</i>	<i>26</i>
<i>Game Basics</i>	<i>28</i>
<i>General Tips</i>	<i>30</i>
<i>Bloodlines</i>	<i>32</i>
<i>Walkthrough</i>	<i>34</i>
Castle Entrance	34
Alchemy Lab	36
Marble Gallery	42
Outer Wall	46
Long Library	50
Outer Wall 2	54
Underground Caverns	58
Royal Chapel	68
Castle Keep	72
Olrox's Quarters	74
Colisseum	76
Return To The Library	82
Nightmare	86
Clock Tower	88
Castle Keep 2	92
Areas To Fly To	94
Abandoned Mine	98
Olrox's Quarters 2	100
Abandoned Mine 2	104
Catacombs	106
Battle With Richter	110
<i>The Inverted Castle</i>	<i>114</i>
<i>Secret Codes</i>	<i>126</i>

Castlevania™

Symphony of the Night

Official Guide

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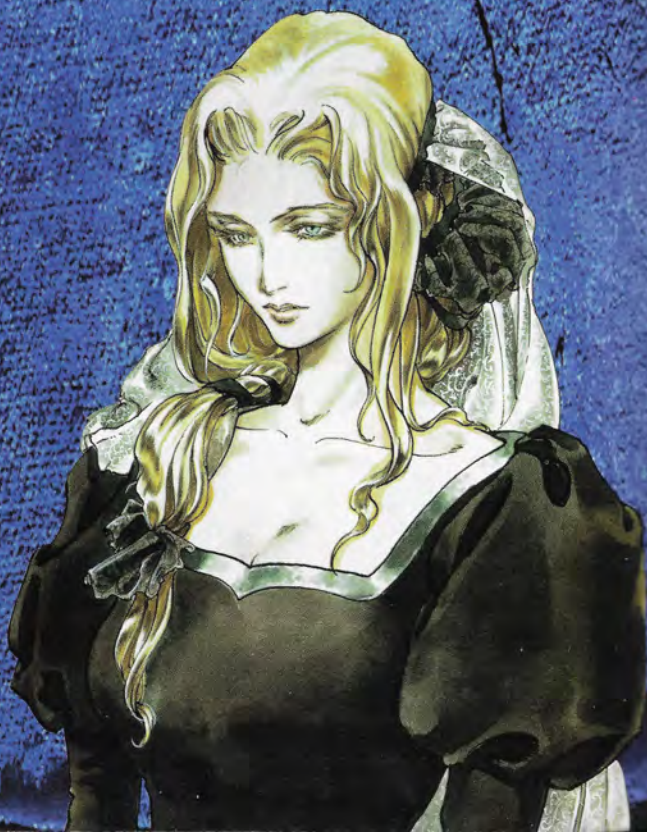
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For more info and fun, check out their website at www.grin.net/~xtine

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Introduction

This book is written using the recommended order in which you should proceed through the castle. It's not necessary to rigidly adhere to it, as you can see by looking at the map where you can and cannot get to without certain Items. By following this walkthrough, however, you'll find the fights and areas are faster and easier to get through because you've obtained the Items in a specific order. (For example, having obtained the Snorkel before entering the fight with the Woman/wolf/snake Boss, then the flooding room doesn't present a problem!)

Good luck,
have a great fight,
and don't let the ghouls
and goblins bite...

Bosstary



Dracula No. 1
LV?? HP 600



Strong VS.
None
Immune
None
Weak VS.
None
Absorb
None
Drop Items
None
None
Exp 0

Destroyed by Richter in 1792.
(5 years ago)

Gaibon No. 18
LV 6 HP 200



Strong VS.
None
Immune
None
Weak VS.
None
Absorb
None
Drop Items
None
None
Exp 200

Fire-breathing flying demon.

Slogra No. 21
LV 6 HP 200



Strong VS.
None
Immune
None
Weak VS.
None
Absorb
None
Drop Items
None
None
Exp 200

Demon with enchanted spear.

Plate Lord No. 28
LV 8 HP 90



Strong VS.
None
Immune
None
Weak VS.
None
Absorb
None
Drop Items
Iron ball
?????????
Exp 90

Heavily armored knight with
iron ball.

Ctulhu
LV9 HP200

No. 31



Strong VS.

DRK

Immune

None

Weak VS.

HOL

Absorb

None

Drop Items

Pentagram

????????

Exp 100

Fire and ice demon.
Seems reluctant to fight.

Doppleganger10

No. 34

LV10 HP120

Strong VS.

None

Immune

None

Weak VS.

None

Absorb

None

Drop Items

None

None

Exp 500



Shape-shifting demon.

Scylla wyrm
LV10 HP130

No. 37



Strong VS.

None

Immune

H2O

Weak VS.

THU

Absorb

None

Drop Items

None

None

Exp 100

Snake living off Scylla.

Armor Lord
LV12 HP84

No. 45

Strong VS.

CUT

Immune

None

Weak VS.

None

Absorb

None

Drop Items

Rapier

????????

Exp 100



Heavily armored undead
warrior.

Scylla
LV14 HP200

No. 59



Strong VS.
None
Immune
None
Weak VS.
THU
Absorb
H2O
Drop Items
None
None
Exp 500

Mythological sea monster.

Hippogriff
LV16 HP300

No. 66



Strong VS.
THU
Immune
None
Weak VS.
None
Absorb
None
Drop Items
None
None
Exp 800

Part horse, lion and eagle.

Minotaurus
LV18 HP300

No. 74



Strong VS.
None
Immune
None
Weak VS.
None
Absorb
None
Drop Items
None
None
Exp 400

Bull-headed monster.

Werewolf
LV18 HP260

No. 75



Strong VS.
None
Immune
None
Weak VS.
None
Absorb
None
Drop Items
None
None
Exp 300

Shape-shifting lycanthrope.

Lesser Demon
LV20 HP400

No. 80



Strong VS.
None
Immune
DRK
Weak VS.
HOL
Absorb
None
Drop Items
Obsidian sword
????????
Exp 100

Short magic-wielding demon.
Summons demonic allies.

Karasuman
LV22 HP500

No. 87

Strong VS.
DRK
Immune
None
Weak VS.
None
Absorb
None
Drop Items
Resist dark
?????????
Exp 1000

Demon Lord of Ravens.

Cerberos
LV24 HP800

No. 90

Strong VS.
None
Immune
None
Weak VS.
ICE
Absorb
FIR
Drop Items
None
None
Exp 1500

Watchdog of Hell.

Olrox
LV25 HP666

No. 92

Strong VS.
DRK
Immune
None
Weak VS.
None
Absorb
None
Drop Items
None
None
Exp 500

Magic-wielding vampire.
Rules upper part of castle.

Succubus
LV25 HP666

No. 93

Strong VS.
DRK
Immune
None
Weak VS.
None
Absorb
None
Drop Items
None
None
Exp 2000

Female demon.
Invades men's dreams.

Granfaloon
LV28 HP400

No. 98

Strong VS.
DRK
Immune
None
Weak VS.
HOL
Absorb
None
Drop Items
None
None
Exp 3000

Nightmarish creature.
Composed of many.

Bosstiary

Akmodan II No. 127
LV 40 HP 1200



Strong VS.
None
Immune
STN PSN CUR
Weak VS.
HOL FIR
Absorb
DRK
Drop Items
None
None
Exp 2500

Ancient egyptian mummy.

Darkwing Bat
LV 35 HP 600

No. 110

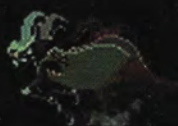


Strong VS.
None
Immune
None
Weak VS.
None
Absorb
None
Drop Items
None
None
Exp 1200

Giant vampire bat.

Doppleganger40
LV 40 HP 777

No. 129



Strong VS.
None
Immune
None
Weak VS.
None
Absorb
None
Drop Items
None
None
Exp 2001

Shape-shifting demon.

Medusa Head No. 27
LV 8 HP 12



Strong VS.
None
Immune
None
Weak VS.
None
Absorb
STN
Drop Items
Resist stone
????????
Exp 30

From Medusa's hair.
Can petrify.

The Creature
LV 40 HP 1100

No. 131



Strong VS.
None
Immune
THU
Weak VS.
None
Absorb
None
Drop Items
None
None
Exp 2500

Made from the body parts
of powerful warriors.

Beezelbub No. 136

LV 44 HP 2000 Strong VS.

None

Immune

None

Weak VS.

HOL

Absorb

DRK

Drop Items

None

None

Exp 4444



Beezelbub Lord of Flies.

Richter Belmont No. 140

LV 48 HP 400 Strong VS.

None

Immune

HOL STN

Weak VS.

DRK

Absorb

None

Drop Items

None

None

Exp 0



Master Vampire hunter.

Death No. 144

LV 66 HP 888 Strong VS.

None

Immune

None

Weak VS.

HOL

Absorb

DRK

Drop Items

None

None

Exp 4444



Dracula's close friend.

Familiars

SWORD

The Sword familiar is a great friend to have. He voluntarily attacks enemies if you step toward one and step back, or if an enemy causes you damage. At level 50, you can start using him as your own sword. At around level 80, his attack pattern changes from swinging in a circle to swinging like a regular swordsman. He can attack from a distance for heavy damage[md]up to 300+ Hit Points per enemy. At level 99, he hits for about 500+ Hit Points off enemies with EACH SWING, swinging at least two or three times. The Sword at this level is the strongest companion.

SPECIAL SPELL: Sword Brothers

↓↘→↑ (Hold 2 secs), ↓+■ or ●



DEMON

The Demon opens the door to a secret passage in the Abandoned Mine. Once you raise his level to 75-80, he attacks the enemies with fire, ice, and lighting from his spear, and can also attack at long range.

GHOST

This Familiar adheres itself to your enemy and drains its Hit Points, transferring them to you. The stronger he gets, the more Hit Points he takes and passes along to you.



BAT

As the Bat goes up in levels, more bats join the group, with up to four bats possible at level 90.



FAERIE

The Faerie does several special things, but its purpose is mostly for defense and finding hidden things. First, she tells you if you're passing an area with a hidden object in the wall, or a secret area. As she gains experience, she can help heal you if you turn to stone. At around Level 80, she learns powerful spells, such as Defend from Ice.



Items

RELICS

ITEM:

Soul of Bat
Echo of Bat
Soul of Wolf
Skill of Wolf
Power of Mist
Cube of Zoe
Gravity Boots
Holy Symbol
Jewel of Open
Bat Card
Faerie Card
Sword Card
Tooth of Vlad
Ring of Vlad
Fire of Bat
Force of Echo
Power of Wolf
Form of Mist
Gas Cloud
Spirit Orb
Leap Stone
Faerie Scroll
Merman Statue
Ghost Card
Demon Card
Heart of Vlad
Rib of Vlad
Eye of Vlad

DESCRIPTION:

Transform into a bat
Bat can use radar
Transform into a wolf
Special Move
Extends mist form time
Causes Items to materialize
Jump high
Protection while Underwater
Opens all locked Blue Doors
Summons the Bat Familiar
Summons the Faerie Familiar
Summons the Sword Familiar
1 of 5 Treasures, STR+10
1 of 5 Treasures, INT+10
As the Bat, shoot fireballs
As the Bat, attack with Radar Waves
As the Wolf, run swiftly
Transform into a cloud of mist
Transform into a poisonous gas cloud
Shows Enemy Damage
Can Double Jump and Kick
Displays Enemy's Name
Summon the Oarsman
Summons the Ghost Familiar
Summons the Demon Familiar
1 of 5 Treasures, Void Curse
1 of 5 Treasures, CON+10
1 of 5 Treasures, LCK+10

ONE-USE ITEMS

ITEM:

Antivenin (Antivenom)
Apple
Attack Potion
Banana
Barley Tea
Cheese
Dim Sum Set
Elixir
Frankfurter
Grapes

DESCRIPTION:

Cures poisoning
Crunchy delicious apple
Temporarily raises ATT
Best when nearly rotten
Cool barley tea
Delicious cheese
Three dim sum dishes
Restores all HP
Local favorite
Juicy seedless grapes

ITEM:

Grape Juice
Green Tea
Ham and Eggs
Hammer
Heart Refresh
High Potion
Ice Cream
Library Card
Luck Potion
Lunch A
Manna Prism
Meal Ticket
Miso Soup
Morning Set
Natou (Tofu)
Peanuts
Pizza
Pork Bun
Pot Roast
Potion
Ramen
Red Bean Bun
Resist Dark
Resist Fire
Resist Holy
Resist Ice
Resist Stone
Resist Thunder
Shield Potion
Shiitake
Shortcake
Sirloin
Smart Potion
Strawberry
Strength Potion
Sushi
Tart
Toadstool
Turkey
Uncurse
Life (Resurrection) Apple

DESCRIPTION:

Cooked with coconut milk
Japanese green tea
Increases cholesterol
Unpetrify (Familiar use only)
Restores 500 hearts
Restores about half of total HP
3-layer ice cream
Enchanted library card
Temporarily raises LCK
Lunch set A
Restores all MP
Mystery food ticket
Japanese miso soup
Eggs, toast, and coffee
Smelly fermented soybean
Honey-roasted peanuts
New York style!
Chinese pork bun
Castlevanian pot roast
Restores some HP
Chinese ramen noodles
Chinese red bean bun
Resistance to darkness
Brief resistance to fire
Resistance to Holy
Brief resistance to ice
Resistance to Stone
Resistance to lightning
Temporarily raises DEF
Japanese mushroom
Strawberry shortcake
Sirloin stake
Temporarily raises INT
Ripe red strawberry
Temporarily raises STR
Toro, ebi, tamago
Strawberry tart
Poisonous mushroom
Roast turkey
Removes curse
Heals (Familiar use only)

OTHER ITEMS

ITEM:

Ankh of Life
Aquamarine
Bloodstone
Covenant Stone
Diamond
Duplicator
Garnet
Gauntlet
Gold Ring
Heart Broach
King's Stone
Lapis Lazuli
Medal
Moonstone

DESCRIPTION:

Improves heal item power
Fairly valuable ring (you can sell)
Improves blood-healing ability
Gemstone buckle (STR +15)
Highly valuable ring (you can sell)
Duplicates items (use)
Valuable ring (you can sell)
ATT +5
Inscription "wear... Clock..."
Reduces heart consumption
Gemstone buckle (STR +10)
Jewel that brings luck
DEF +1, ATT +1
Improves status after sunset

ITEM:

Mystic Pendant
Nauglamir
Necklace Of J
Opal
Ring of Arcana
Ring of Ares
Ring of Feanor
Ring of Pales
Ring of Varda
Secret Boots
Silver Ring
Staurolite
Sunstone
Talisman
Turquoise
Zircon

DESCRIPTION:

Increases MP restoration rate
Dwarven necklace (DEF +15)
DEF +5
Valuable ring (you can sell)
Increase rare item appearance
Confers strength of 24 men
Increases overall strength
Ring with holy powers
Golden ring to rule over all!
Discreetly increases height!
Inscription "...in...tower"
Strengthens power of cross
Improves status after sunrise
Mat absorb damage taken
Fairly valuable ring (you can sell)
Sparkling ring (you can sell)

WEAPONS

ITEM:

Alucard Sword
Alucart Sword
Badelaire
Basilard
Bastard Sword
Bekatowa
Blue Knuckles
Broadsword
Chakram
Claymore
Combat Knife
Crissaegrim
Cutlass
Damascus Sword
Estoc
Falchion
Firebrand
Fist of Tulkas
Flameberge
Gladius
Glaumdring (Dark Sword)
Gram
Great Sword
Gurthang
Harper
Heaven Sword
Holbien Dagger
Holy Rod
Holy Sword
Hunter Sword
Icebrand
Iron Fist
Jewel Knuckles
Jewel Sword
Katana
Knuckle Duster
Mablung Sword
Mace
Marsil Sword

DESCRIPTION:

Mother's family heirloom
Resembles family sword
Power increases with game play
Basic short sword
Hand-and-a-half sword
Plain, easy-to-use war sword
Knuckles for uppercut (use)
Simple mercenary's sword
Sikh steel throwing ring
Scotch two-handed sword
Flat combat dagger
Countless blades dice enemy
Sword of the English navy
Fine sword, honed to razor-edge
German thrust sword (two-handed)
Norman - curved sword
Fire sword of Oberon
Blessed by Tulkas the Valar
Flame-edged sword (two-handed)
Sword of ancient Rome
Sword forged by Elves
The sword named Gram
Great sword of Aubec (two-handed)
Gets stronger when bloodied
Harper
Enchanted floating sword
Swift upper diagonal attack
Anointed rod
Cross hit - strong vs. Undead
Ivory-handled hunting sword
Ice sword of Mim
Owned by karate master
Jewel-reinforced knuckles
Transforms enemies into jewels
Unsigned katana (two-handed)
Iron-studded brass knuckles
Spirit sword, improves DEF
Iron cudgel
Powerful sword of flame

ITEM:

Masamune
Mood Rod
Mormegil
Morningstar
Mournblade
Muramasa
Namakura
Nunchaku
Obsidian Sword
Orcrist (Luminus)
Osafune Katana
Rapier
Red Rust
Runesword
Sabre
Scimitar
Shield Rod
Short Sword
Shotel
Star Flail
Stone Sword
Sword Familiar
Sword of Hador
Takemitsu
Talwar
Terminus Est
Thunderbrand
Tryfing
Vorpall Blade
Were Bane
Yasutsuna
Zwei Hander

DESCRIPTION:

Legendary masamune katana (two-handed)
Rod with lunar markings
Black sword - strong vs. Holy
Spiked iron club
Feeds upon enemies' souls
Bloodthirsty sword (two-handed)
Poorly made sword (two-handed)
Strikes enemy twice
Two-handed Obsidian sword
Sword forged by Elves
Osafune-made katana (two-handed)
Long-bladed thrusting sword
Rusty red sword (cursed)
Flying rune-inscribed sword
Light cavalry sword
Single-edged curved sword
Extra effective with shield
Common short sword
Abyssinian curved sword
Flail with spiked balls
May petrify enemies
Sentient sword familiar
House of Hador heirloom
Two-handed sword
Curved Indian sword
Poisoned executioner's sword
Lighting sword of Indra
Cursed dark sword
Slices cleanly through enemies
Effective against werebeasts
Yasutsuna-made katana (two-handed)
German two-handed sword

SHIELDS**ITEM:**

Alucard Shield
Alucart Shield
Axelord Shield
Dark Shield
Fire Shield
Goddess Shield
Herald Shield
Iron Shield
Knight Shield
Leather Shield
Medusa Shield
Shaman Shield
Skull Shield

DESCRIPTION:

Strong vs. all attacks
Resembles family shield
Favorite shield of axe lords
Unholy dark shield
Shield with fire properties
Engraved with goddess image
Shield with heart crest
Hard iron shield
Armored knight's shield
Leather shield (low DEF)
Gorgon-headed shield
Shield used in magic ritual
Shield with knight's crest

HEAD GEAR**ITEM:**

Ballroom Mask
Bandanna
Cat-Eye Circlet
Circlet
Dragon Helm

DESCRIPTION:

Mask used at ball
Protects sensitive head parts
Big HP restore by cat damage
Circlet
Frightens enemy, lowers DEF

ITEM:

Felt Hat
Goggles
Gold Circlet
Holy Glasses
Leather Hat
Ruby Circlet
Silver Crown
Steel Helm
Stone Mask
Sunglasses
Topaz Circlet
Velvet Hat

DESCRIPTION:

Felt hat
Comfortable eye protection
Restores HP by holy damage
Sees beyond magical curses
Tanned leather hat
Restores HP by fire damage
Increases intelligence
Standard adventurer's helm
Ancient ceremonial stone mask
Cool-looking sunglasses
Restores HP by poison damage
Velvet Hat

CLOAKS

ITEM:

Blood Cloak
Cloth Cape
Crystal Cloak
Elven Cloak
Joseph's Cloak
Reverse Cloak
Royal Cloak
Twilight Cloak

DESCRIPTION:

Converts damage to hearts
Well-made but shabby-looking
Enchanted semi-invisible cape
Perfect for forest camouflage
Select color (system menu)
Dual-colored reversible cape
Gorgeous blue cape
Black cape for vampires

BODY ARMOR

ITEM:

Alucard Mail
Alucart Mail
Axe Lord Armor
Bronze Curiass
Brilliant Mail
Cloth Tunic
Dark Armor
Diamond Plate
Fire Mail
God's Garb
Gold Plate
Healing Mail
Hide Curiass
Holy Mail
Ice Mail
Iron Curiass
Lightning Mail
Mirror Curiass
Mojo Mail
Platinum Mail
Silver Plate
Spike Breaker
Steel Curiass
Walk Armor

DESCRIPTION:

Resists fire, lightning, ice
Resists fire, lightning, ice??
Wearer becomes an axe knight
Bronze curiass
Increases subweapon strength
Simple cloth tunic
Impervious to evil attacks
Diamond breastplate
Strong vs. fire-based attacks
Strongest of all armor
Gold breastplate
Restores HP while walking
Tanned leather curiass
Strong vs. holy attacks
Strong vs. ice-based attacks
Iron curiass
Strong vs. lightning attacks
Polished to resist stoning
Increases magic attack power
Platinum breastplate
Silver breastplate
Spike-breaking armor
Steel curiass
DEF increases with map coverage

ONE-USE WEAPONS

ITEM:

Bat Pentagram
Boomerang
Buffalo Star
Bwaka Knife
Cross Shuriken
Dynamite
Fire Boomerang
Flame Star
Hammer
Iron Ball
Javelin
Karma Coin
Magic Missile
Monster Vial 1
Monster Vial 2
Monster Vial 3
Neutron Bomb
Pentagram
Power of Sire
Shuriken
TNT

DESCRIPTION:

Damages all visible enemies
Anti-aerial weapon
Razor-sharp master star
Bwaka throwing knife
Powerful throwing stars
Powerful! Be careful...
Flaming boomerang
Flaming throwing star
Unpetrify
Plate Lord's iron ball
Throwing spear
Coin with two effects
Shoots a magic arrow
Summons merman ally
Summons bat ally
Summons skeleton ally
Damages all visible enemies
Damages all visible enemies
Damages all visible enemies
Japanese throwing stars
Creates pillar of flame

MAGIC WEAPONS

These are the weapons you collect hearts for:

Axe
Diamond
Cross
Holy Water
Throwing Knife

Book
Lightning Gun
Hand Sprinkles
The Timer

SHIELD ROD SPELLS

Once you've found the shield rod, you'll want to find as many different shields as you can. The shield rod is not only a great weapon, but when equipped with a shield, it can activate any number of magical attacks or spells. Simply equip a shield and the shield rod, and simultaneously press the Square and Circle buttons. The following is a list of shield and shield rod combinations:

ITEM:

Axelord Shield:
Dark Shield:
Fire Shield:
Goddess Shield:
Herald Shield:
Iron Shield:
Knight Shield:
Leather Shield:
Medusa Shield:
Shaman Shield:
Skull Shield:

COMBO EFFECT:

Summon Axe Lord
Meteor Attack
Flame Attack
Protection from dark
Protection from fire
Giant Sword Attack
Defense Up
Defense Up
Laser Attack
Intelligence Up
Giant Laser Attack

ITEM MAPS

CASTLE ENTRANCE



A. Pot Roast



B. Turkey



C. Life Max



D. Cube of Zoe



E. Heart Max-Up



F. Life Max

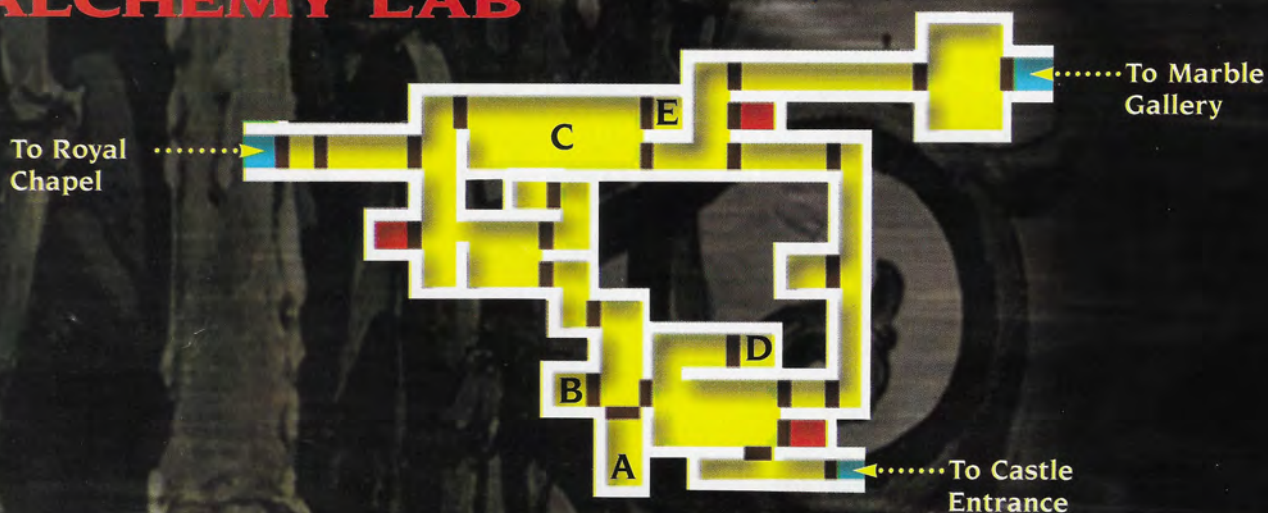


G. Life Max



H. Power of Wolf

ALCHEMY LAB





A. Life Max Up



B. Heart Max Up



C. Life Max Up

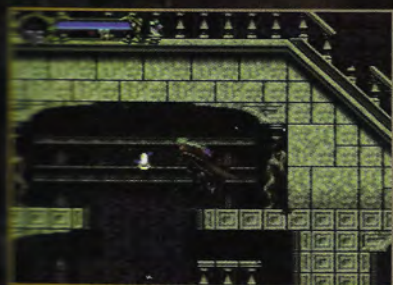
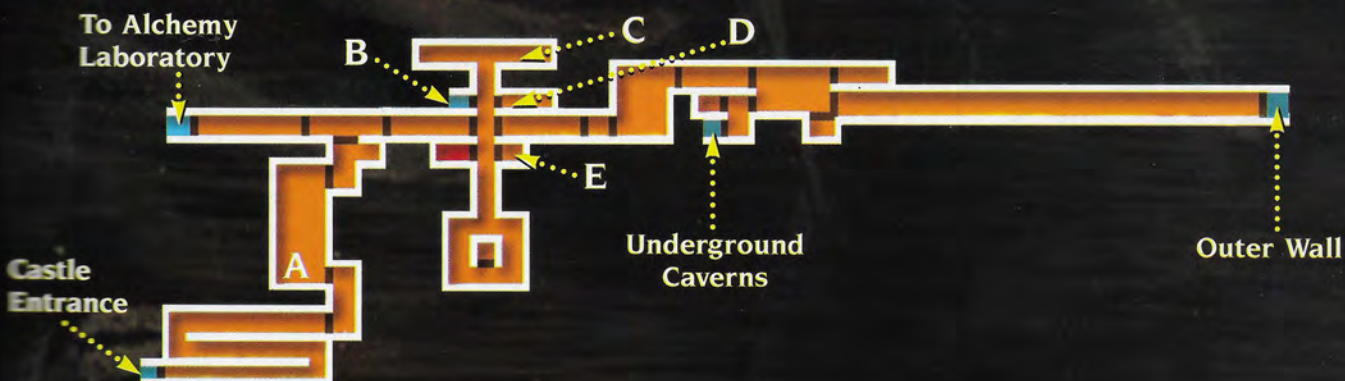


D. Skill of Wolf



E. Bat Card

MARBLE GALLERY



A. Spirit Orb



B. Life Max Up



C. Gravity Boots



D. Heart Max



E. Life & Heart Max

OUTER WALL



A. Life Max



B. Pot Roast



C. Life Max



D. Heart Max



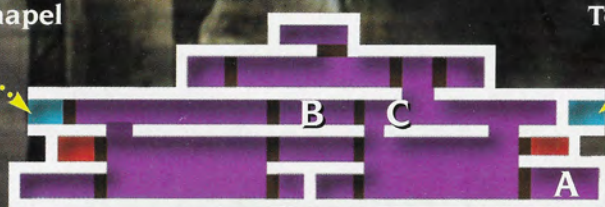
E. Soul of Wolf



COLOSSEUM

To Royal Chapel

To Olrox's Room



A. Heart Max



B. Life Max

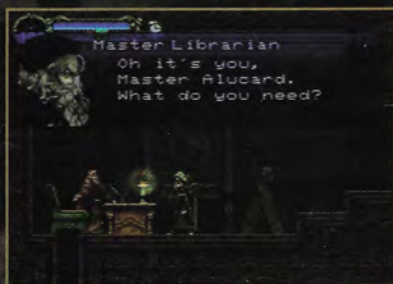


C. Form of Mist

LONG LIBRARY



A. Faerie Scroll



B. Master Librarian



C. Life Max

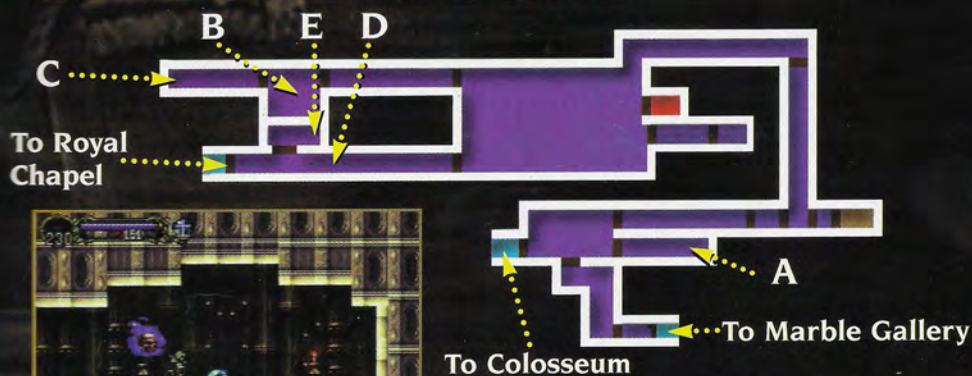


D. Soul of Bat



E. Faerie Card

OLROX'S ROOM



A. Secret Stash



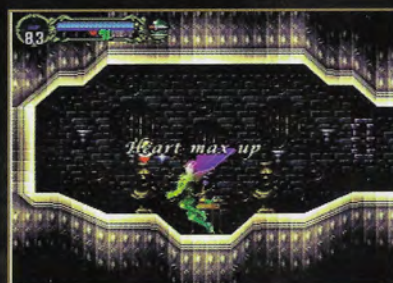
B. Life Max



C. Echo of the Bat

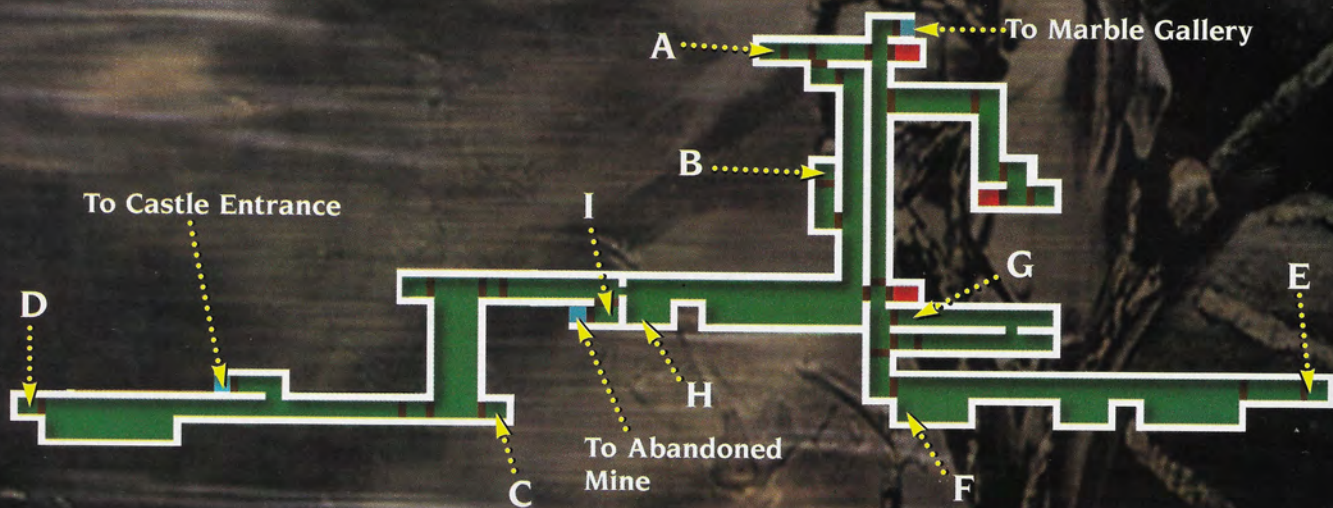


D. Heart Max



E. Sword Card

UNDERGROUND CAVERNS



A. Heart Max



B. Life Max



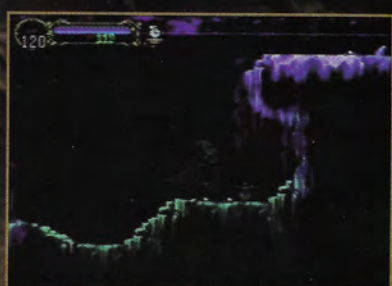
C. Life Max



D. Merman Statue



E. Holy Symbol



F. Life Max



G. Life Max

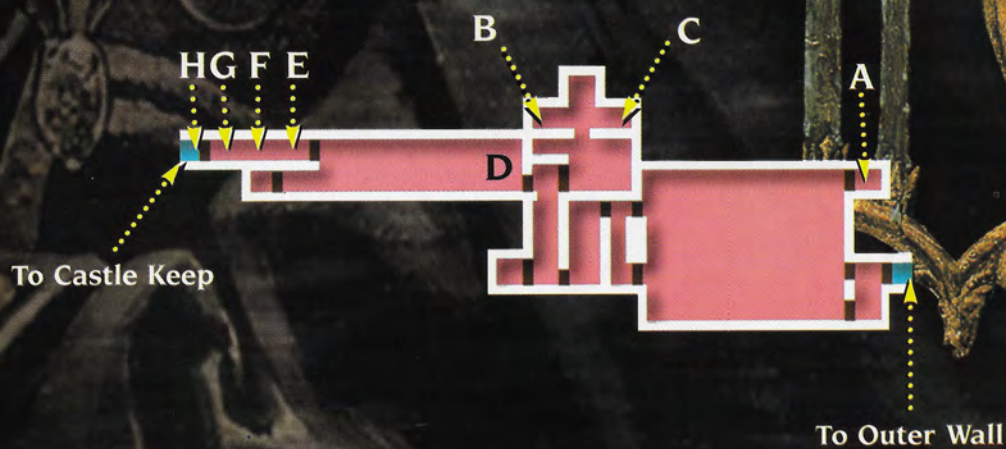


H. Life Max



I. Life & Heart Max

CLOCK TOWER



A. Fire of Bat



B. Life Max



C. Heart Max



D. Pot Roast



E. TNT



F. Bwaka Knife

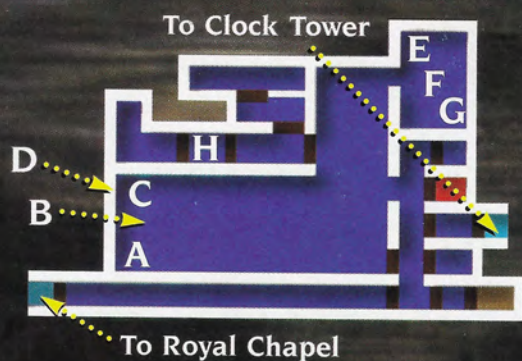


G. Shuriken



H. Life Max

CASTLE KEEP



A. Leap Stone



B. Turkey



C. Power of Mist



D. Fire Mail



E. Life Max (x2)



F. Heart Max (x2)



G. Ghost Card



H. Heart Max

ROYAL CHAPEL

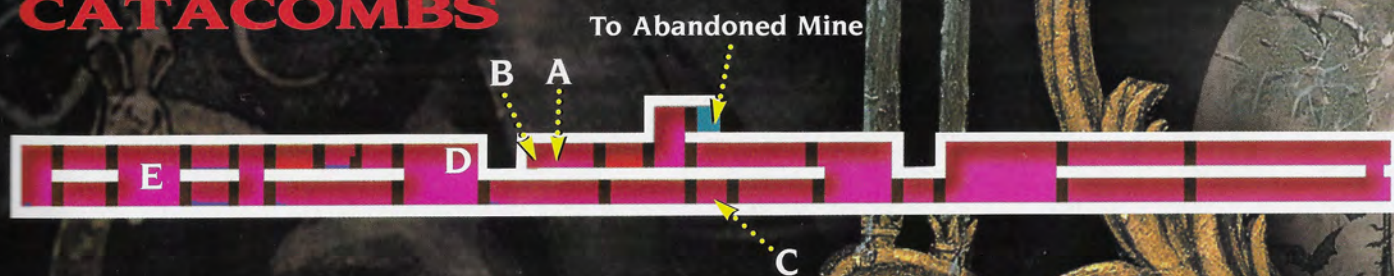


A. Life Max



B. Life Max

CATACOMBS



A. Cat-eye Circlet



B. Library Card



C. Life & Heart Max

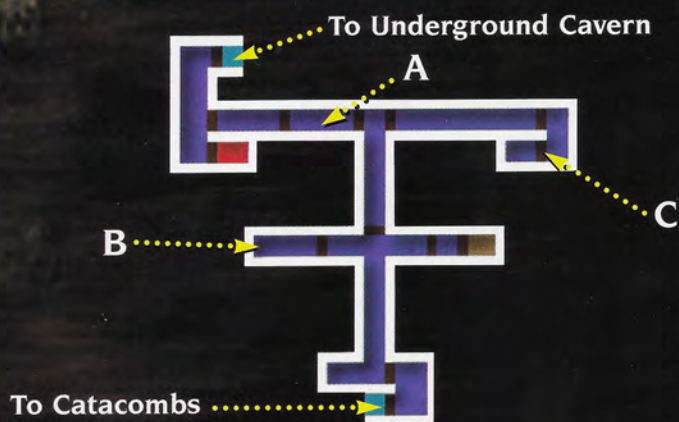


D. Heart Max



E. Life Max

ABANDONED MINE



A. Life Max



B. Demon Card



C. Turkey

The Merchant

The Merchant, also known as the Master Librarian, can be found in the lower-left corner of the Library. He sells many useful items... if you've got the money.

Not everything you find on the list below will be available when you first encounter the Merchant. As you progress through the game and come back to visit him, you'll find a better selection of items for sale. Also, if an item is listed as (USE), this means it can be equipped and used only once.

MERCHANT'S ITEMS FOR SALE

MERCHANDISE:

Jewel of Open
Potion
High Potion
Elixir
Manna Prism
Antivenin
Uncurse
Hammer
Magic Missile
Bwaka Knife
Boomerang
Javelin
Fire Boomerang
Shuriken
Cross Shuriken
Buffalo Star
Flame Star
Library Card
Meal Ticket
Sabre
Mace
Damascus Sword
Firebrand
Icebrand

PRICE:

\$500
\$800
\$2,000
\$8,000
\$4,000
\$200
\$200
\$200
\$300
\$300
\$500
\$800
\$1,000
\$2,400
\$5,000
\$8,000
\$15,000
\$500
\$2,000
\$1,500
\$2,000
\$4,000
\$10,000
\$10,000

DESCRIPTION:

Can open locked Blue Doors
Restores some HP (USE)
Restores about half HP (USE)
Restores all HP (USE)
Restores all MP (USE)
Cures poisoning (USE)
Removes Curse (USE)
Unpetrify (USE)
Shoots a Magic Arrow (USE)
Bwaka throwing knife (USE)
Anti-Aerial weapon (USE)
Throwing spear (USE)
Flaming boomerang (USE)
Japanese throwing stars (USE)
Powerful throwing stars (USE)
Razor-sharp master (USE)
Flaming throwing star (USE)
Enchanted Library Card (USE)
Mystery food ticket (USE)
Light cavalry sword
Iron cudgel
Fine sword 'honed' to razor-edge
Fire sword of Oberon
Ice sword of Mim

MAP of the Castle	\$103
Leather Shield	\$400
Velvet Hat	\$400
Magic Scroll	\$500
Leather Hat	\$1,000
Iron Cuirass	\$1,500
Reverse Cloak	\$2,000
Elven Cloak	\$3,000
Medal	\$3,000
Iron Shield	\$3,980
Circlet	\$4,000
Steel Cuirass	\$4,000
Ring of Pales	\$4,000
Gauntlet	\$8,000
Thunderbrand	\$10,000
Diamond Plate	\$12,000
Harper	\$12,000
Silver Crown	\$12,000
Joseph's Cloak	\$30,000
Duplicator	\$500,000

Basic Map of Dracula's castle
 Leather shield - low DEF
 Velvet Hat
 Contains "Dark Metamorphosis"
 Tanned leather hat
 Iron cuirass
 Dual colored reversible cape
 Perfect for forest camouflage
 Adds +1 to ATT and DEF
 Hard iron shield
 Circlet
 Steel cuirass
 Ring with Holy powers
 Adds +5 to ATT
 Lightning sword of Indra
 Diamond breastplate
 Harper
 Increases intelligence
 Select color [System Menu]; Pick color
 Duplicates Items (USE)

GEMS MERCHANT WILL BUY

GEM:	WILL PAY:	DESCRIPTION:
Zircon	\$150	Sparkling Ring
Aquamarine	\$800	Fairly Valuable Ring
Turquoise	\$1,500	Fairly Valuable Ring
Onyx	\$3,000	Valuable Ring
Garnet	\$5,000	Valuable Ring
Opal	\$8,000	Valuable Ring
Diamond	\$20,000	Highly Valuable Ring

BOSS STRATEGIES MERCHANT SELLS

BOSS STRATEGY:	PRICE:	BOSS STRATEGY:	PRICE:
Dracula	\$200	Akmodan II	\$3,500
Slogra & Gaibon	\$500	Medusa	\$3,500
Doppelganger 10	\$700	The Creature	\$3,500
Hippogryph	\$1,000	Death	\$4,000
Scylla	\$1,200	Doppelganger 40	\$4,500
Minotaurus & Werewolf	\$1,400	Trevor & Grant & Sypha	\$5,000
Karasuman	\$1,800	Beezelbub	\$6,000
Succubus	\$2,000	Galamoth	\$7,000
Cereberos	\$2,200	Shaft	\$8,500
Olrox	\$2,600	Lord Dracula	\$10,000
Granfaloon	\$2,800		
Richter Belmont	\$3,200		
Darkwing Bat	\$3,500		

Game Basics

RICHTER

Basic Moves

Run:	→
Left Hand:	■
Right Hand:	●
Jump:	X
Slide Backward:	▲
Mist:	L1
Bat:	R1
Wolf:	R2

Special Moves

Dash:	→ →
Backflip:	Jump and then jump again while in the air
Double Jump:	↑ ↓ Jump (This can be done over and over again in the air, so he can basically "fly.")
Slide:	↓ + Jump
Slide Kick:	↓, Jump, and then Jump again during the slide
Blade Attack:	→ ↗ ↑ ↖ ← ↙ ↓ ↘ →, ■
Fire Whip:	Press and Hold ▲
Rushing Blade Attack:	↑ ↓ ↘ → ■

ALUCARD

Basic Moves

Run:	→
Left Hand:	■
Right Hand:	●
Jump:	X
Slide Backward:	▲
Mist:	L1
Bat:	R1
Wolf:	R2

With Special Items

Winged Shoes

High Jump: ↓↑, X

Spells

Summon Spirit

→←↑↓■ or ●

A mist attack travels around the screen and hits your enemies.

MP: 5

Dark Metemorphosis

←↖↑↗→, ■ or ●

You become surrounded by red waves, giving you the ability to absorb the Hit Points you knock off of your enemies.

MP: 10

Hellfire

↑↓↘→, ■ or ●

This is Dracula's 3-fireball spell. Hold ↑ while he's casting the spell to shoot two fire balls.

MP: 15

Tetra Spirit

↑, (Press and Hold ↑ for a moment), ↗→↘↓■ or ●

Four mist attacks travel around the screen to attack your enemies.

MP: 20

Soul Steal

←→↘↓↖←→, ■ or ●

This powerful spell takes Hit Points from all onscreen enemies and gives them to you. This spell also destroys walls and anything breakable in the area.

MP: 50

Special Spells

Using the Sword Familiar: "Sword Brothers"

↓↘→↗↑, ■ or ●

MP: 30

Alucard as the Bat: "Wing Smash"

Hold X, ↑↖←↗↓↘→, Release X

MP: 8

Alucard as the Wolf: "Wolf Charge"

↓↘→, ■ or ●

MP: 10



General Tips

- Hearts are virtually EVERYWHERE in the castle, popping out of enemies and hiding in candelabras. Hearts make it possible for you to use your magic weapon, and magic weapons can become vital to your survival when you're down to the wire.
- With any shield in your inventory, make it a habit to walk with your shield up at all times. To do this, simply press and hold down the shield button as you move forward, attack with your weapons and move through new territory. You'll find you take a LOT less damage!
- Save Rooms are your best friends. Beyond being able to save your game, the Save Points restore you to full health and magic, and that's no laughing matter. SAVE OFTEN!
- Want to go up in levels easily? Go to the beginning of the game and into that hall with the ghouls that pop up out of the floor infinitely. Stand there and let them have it... that's one experience point per ghoul. If you have a weapon that arcs in front and slightly behind, and you also have a control pad with Turbo, you're set! Set the Sword button to auto-repeat, then leave for a couple hours and come back to find Alucard (and any companion) drastically advanced.
- If any enemy has an attack that's incredibly damaging—such as a laser, fireball, or lightning—morph into the bat or wolf to let it pass through you as you change. When you've obtained the Mist Ability—especially the Moving Mist—these attacks are easy to avoid by simply misting and moving through the enemy to its back.

- If you're standing in the vicinity of a particularly nasty enemy, such as an Axe Knight, throw your "Summon Spirit" instead of your magic weapons. Hearts are easy to find and replace, but your magic meter replenishes automatically. If there are multiple enemies, throw the "Tetra Spirit" spell.
- As you go through the game, make sure every inch of the room you're exploring is reflected as having been explored on the map. If you look at your map and discover that you've been in every room and completed each task, but you left a square or two dark because you didn't fly or travel into it, return to that area and turn that area blue. Each square you leave dark is 1% of the total Finish Percentage that you won't get credit for, and you must get over 200% to get the best ending.





Bloodlines

Take a trip back to 1792, into the Transylvanian countryside... you're Richter Belmont and you've just reached the stairway into Dracula's castle. You climb the rickety stone steps and stop just next to the candelabra. Noticing the fracture in the stone doorway here, you lash out and strike the stone.

A hidden staircase! You venture up the staircase into the attic to find vases filled with weapons and treasure. Surely you will be able to easily strike down the accursed abomination below. Confidently, you stride down the staircase and to the left to find the Prince of Darkness seated nonchalantly in his throne. It seems he is expecting you. And after you have spoken your piece, the battle begins.

Dracula is a very powerful being, to be sure, and is a master of many deadly techniques. However, don't feel threatened by his powers. Even if you find yourself failing in the battle, you cannot be defeated. Most of Dracula's moves revolve around his ability to teleport from one location to another, giving you very little chance to strike. Your best bet is to use long-range magical attacks against him, such as the Holy Cross or the spell activated by the Triangle button. You can destroy his fireballs with your Morning Star, and it's usually easier than trying to jump over them.

Once you've battered his human form, Dracula will transform into a gargantuan beast of frightening power. It has the ability to fire extremely damaging fireballs at you from its mouth, so get as far away as you can when its mouth begins to glow. Continue to batter the beast with spells or weapons such as the Blue Vials. If the tide of the fight seems to turn against you, do not worry. A child, one who will remain embroiled in the struggle against evil for years to come, will grant you the power to fight on. When that happens, none of the beast's attacks will affect you.

The battle is victorious... or is it?

It was Richter Belmont, the legendary vampire hunter, who succeeded in finally ending the menace of Count Dracula, Lord of the Vampires who had been brought back from the grave by the dark priest, Shaft.

However, one night four years later, under the glare of a full moon, Richter mysteriously vanished.

With no idea of where to begin her search, Maria Renard set out to look for him. It was then that fate intervened.

Castlevania, the castle of Dracula, which is rumored to appear once every century, suddenly materialized from out of the mist as if to show her the way.

Meanwhile, powerful forces were struggling for the soul of a man named Alucard. The very same Alucard who had teamed up with Trevor Belmont to battle his immortal father, Count Vlad Tepes Dracula.

Alucard, in order to purge the world of his own cursed bloodline, had submerged his vampiric powers and entered into what was supposed to be an eternal slumber. But now, he is awake and aware of the evil once again at work in his homeland.

The time has once again come for the forces of Good and Evil to engage in their ancient battle. Dracula's castle beckons for you

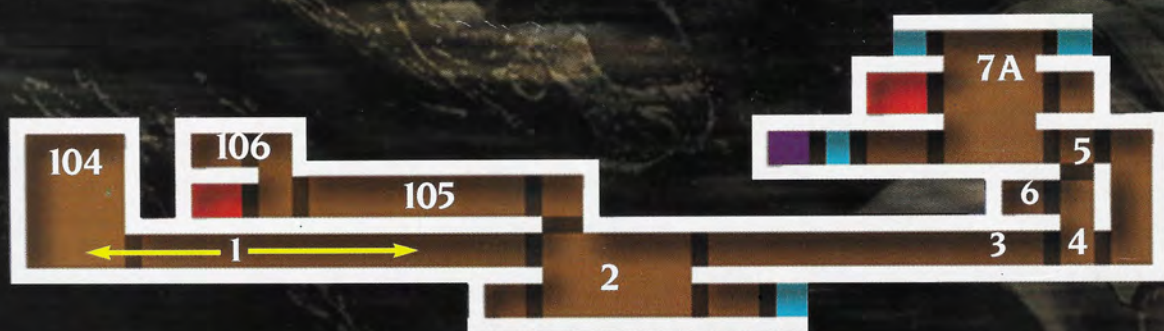
And no man can say who shall emerge victorious.

Castle Entrance

My father knows I'm on my way, the castle gate is closing. But his effort proves futile, as I can easily make it through to the castle grounds before the gate can be shut.

Look, he's thoughtfully left out his hounds to guard the way into the great castle halls. Too bad the giant wolf creatures will fall with but one blow from my sword.

The destruction of the third hellhound has coincidentally lighted my way forward. And with that light brings forth greenish ghouls from the floor. They rise endlessly, trying to swarm me from both sides, but they are so pitifully easy to destroy. I need simply swipe at them to clear my path forward.



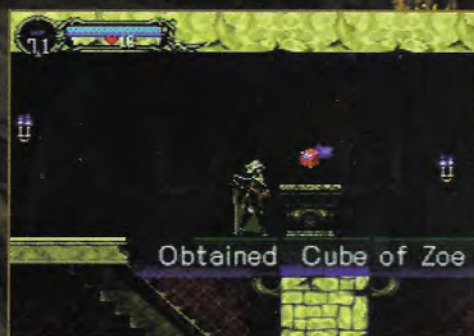
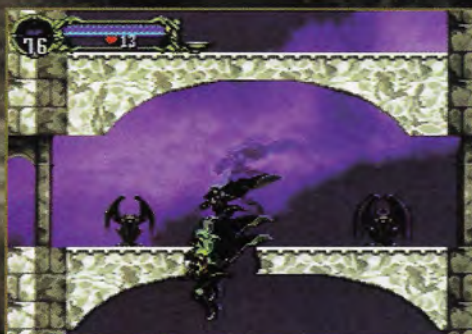
1. If you have an auto-repeat (rapid fire) control pad and you arm Alucard with a weapon that swings out front, and then behind (such as the Shield Rod), here's an easy way to bring you and your familiars up many levels: Set the control pad's attack button to auto-repeat and leave Alucard battling Zombies for a few hours or, better yet, overnight. He gets experience points for each Zombie and they'll keep reappearing forever.

- 2 Be careful of the bats just above your head to the right as you enter this area. See the rock incline just in front of you? Try hitting it a few times. When it breaks open, you'll find a Pot Roast and a passage through to the other side.
- 3 When you reach the far right side of the hall, hit the steps to reveal a turkey.



4. Death stands in my way once again. He seeks to stop me, demands that I cease my attack on the darkness that envelops my homeland. I will not. For my defiance, he robs me of the powerful Items that protect me and make me strong. Death will regret this act, I swear it.
5. Standing on the right side of the gap, jump down through it, and angle to the left to land on a ledge.

6. In this room, you'll find a Heart Max power-up.
- 7A. Punch the Skeleton here until he gives in and he'll drop a Short Sword. Higher up you'll receive a second sword called "Red Rust." This is a two-handed sword and, although more powerful, it is slightly slower to swing and attack.



RELIC—CUBE OF ZOE:

At the top of the room, you'll find your first Relic—the Cube of Zoe. From now on, attack every light, candelabra, and breakable object you come across, because the items hidden within them will now appear thanks to this handy red cube.

Now would be a great time to make use of the Save Room to the lower-left. Head through the door to the left and into the Alchemy Laboratory.

Alchemy Laboratory

A hhh...the Lab. It is within these walls that brittle bones rise from the floor to walk the halls and guard their precious vampiric master against intruders. It will be such a delight for me to deliver the kiss of death which shall forever silence those weary bones.



- 7B. Step on the gold button to lower the nearby spikes. Now break open the golden globe to reveal a Hide Cuirass. Equip it and head up the platforms to the right to reach the next area.



8. Jump over the spikes, step on the button to lower them, then smash the light on the table to collect a Leather Shield. Now you can equip it and use it to guard against flying bone projectiles and other nasty skeleton attacks.



THE ELEVATOR: To use the elevator here, the gold button below the elevator needs to be weighted down. Stand to the left of the floor button and wait for the Blood Skeleton to approach. As soon as it stands on the switch, strike it down and immediately make your way back up to the elevator. Stand directly under the elevator and get ready to jump when you hear the skeleton's bones rebuilding. As the skeleton walks away from the button, jump straight up to land on the elevator as it lowers, and immediately jump again to reach the ledge above. This will allow you to collect the Basilard early.



9. **HIDDEN ROOMS:** There are two secret rooms in this area. To reach the first, you must break through the bottom floor with your sword. The second room is through the left wall—just smash the wall in with your weapon.



10. Get the Life Max Up in this room by smashing the green beaker at the bottom.

11. The golden globe on the table harbors a Heart Max Up.

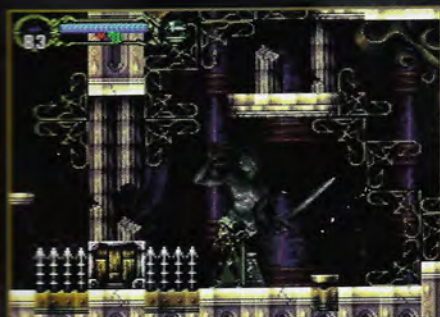


12. Smash the lamp on the table and collect the Resist Thunder item.

13. As I enter this room, I am greeted by a creature known as a Spittle Bone. It fills me with disgust and nausea as I watch it make its way round and round the platform above my head. In the midst of its never-tiring, tedious course, it spits a few scant droplets of poison toward the ground, which I am sure to avoid at all costs. With a careful jump and an accurate blow by my sword, the tenuous and abhorrent Spittle Bone clatters to the floor, leaving me relatively safe... for the moment.



THE CRATE PUZZLE: Step on the first button to lower the right spikes, then jump onto the box and over the second set of spikes. Stepping on the second button retracts the second set of spikes. Now, push the box over the first set of retracted spikes, jump over the box, and step on the first button to raise the first set of spikes and the box itself. Congratulations, you may now use your self-made stairway to reach the platform to the upper-right!



14. Upon entering this room, you'll find another golden globe, but this one contains a Cloth Cape.

MONSTER WARNING: Be careful as you head back down to the previous room, as all of the enemies, including the Spittle Bone, have regenerated. Stand on the platforms just underneath the knights and use the Summon Spirit spell to quickly eliminate the Axe Knights.



15. Drop off the platform and fall all the way to the bottom, then stand against the wall on either side. You'll be safe from the two circling Spittle Bones, so wait for them to pass by before climbing up.

Strike the flame at the top of the room to receive a great magical weapon—the Axe. Save your game and collect a few hearts—you're about to face your first boss. When you're ready, head through the doorway to the right.

16. **BOSS STRATEGY—SLOGRA & GAI-BON:** This is a fairly easy fight, so don't sweat. Attack Slogra (the lizard-like creature) while it's on the ground; Gaibon (the demon) will grab him and fly high enough to be out of your reach. Quickly jump and slash at Slogra's ankles, then jump a second time and hurl your Axe supweapon at both bosses for a third hit. Gaibon will occasionally try to drop Slogra on you, so always try to stay a few steps away from them until Slogra hits the ground again. Repeat this pattern until Slogra dies, and then focus on Gaibon. The demon shouldn't be much of a challenge until it turns red. At this point, dodge its large fireballs while it's flying around, then quickly close on it when it lands. Duck in front of Gaibon to avoid its lengthy attack and begin



hacking at its knees. You should be able to finish it off quickly, but you may need to repeat this trick. After the fight, catch that Life Max Up and head right.



17. Smash the golden globe on the table to reveal Sunglasses. Not only will your sense of style improve, so will your defenses.



18. Walk all the way to the left and attack the gold lever on the canon. You now have easy access, by way of the elevator, to the Alchemy Laboratory's entrance!



19. **POTION:** Drop off the edge here to find a globe containing a Potion. Now climb back toward the top, using the Summon Spirit spell to make the journey easier.

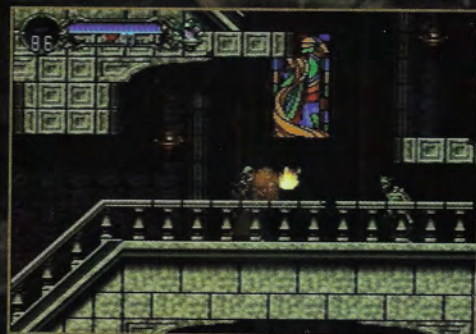


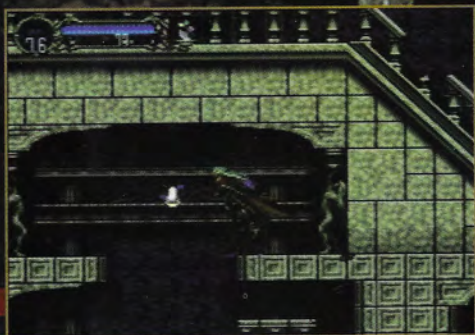
Marble Gallery

The beautiful stained glass windows and intricate marble staircases create an ambiance that tries, in vain, to mask the unspeakable horrors that lie within these walls. As I travel down the dusty, cold staircases, I encounter more and more of these incorporeal creatures... their feeble attempts to thwart me are, at best, laughable. If my memory serves, the item I seek lies in the lowest left corner of these musty chambers...



20. The entrance to the Marble Gallery is packed with Axe Knights. Take them out quickly with crouching slashes and use the Summon Spirit spell to avoid being overpowered. As you work your way downstairs, you'll encounter Ouija Tables, Scimitar Skeletons, and several Marionettes. Use your shield to protect yourself from the skeletons, but use hit-and-run tactics to defeat the other enemies. Your shield won't stop them and they won't fall back when hit with your sword.





21. **RELIC—SPIRIT ORB:** In the extreme lower-left corner of this area, you'll find an important Relic—the Spirit Orb. This item lets you see the amount of damage you cause your enemies. Head through the doorway to the right.

22. **MINI-BOSS—THE PLATE LORD:** This is the hall where the Plate Lord resides. When its ball and chain lies on the floor, run up to it and slash at it as fast and furiously as you can. As he picks the ball and chain up to swing it around, back up (hit the Triangle button) three times, wait for the ball to land, then run back toward the Plate Lord. Repeat this pattern several times, and throw a magic attack or spell at him to speed up the process.



23. There are three Skelerangs in this room, each hiding in the corner under each ledge. They take a moment to notice that you're there, so take the initiative by jumping down in front of them and swinging before they can react.

24. **MINI-BOSS—CTULHU:** Avoid bringing along any straggler Ghosts into this fight. To the left, you'll meet your first Cthulhu. It flies and spits fireballs at you, and then tries to land on you with a mighty stomp. The best way to deal with it is to scroll it slightly onscreen, start your Summon Spirit spell, then run at it and slash as the mist hits it. Next, run back to the right to avoid fireballs and being stomped on. When it flies back up, run back to the left and pummel it with a fast and furious set of arcing magic Axes.



When you walk through the door to the left, you'll find yourself back in the Castle Entrance area next to a **Shield Potion**. Stepping on the button next to it causes the stone pillar blocking the way to rise, and now you have another path leading back up to the middle of the castle! This is a good time to use the Save Room in the middle of the left side of the room.

LIFE MAX UP: Once the barrier is up, you'll be able to collect a Life Max Up hidden below. Jump from the right side of the stone block so that you fall through the hole and angle left. Do it correctly and you'll land on an edge below. Now hop off the ledge to the hole on the opposite side. It's a tough jump, but it can be done if you jump from the very edge of the platform. Inside the room, you'll find a Life Max Up.



THE CLOCK AREA

25. MARIA:

Who is this? Quite unexpected, to encounter such a beautiful and innocent face amongst all of this repugnance. Her name is Maria, a lyrical name for such a sweet spirit. I am quite pleased we share the same purpose in the castle's destruction. She says she'll meet me later, if I "live that long." Ah well, I suppose I must prove myself a worthy ally before expecting help in this loathsome fortress. I have a feeling we will, in fact, meet again.

When you first enter this area, you'll bump into Maria. She won't aid you in your quest just yet, but she won't hamper it either. Later, when you have the double-jump or flying abilities, you'll be able to pass upward through those chambers above you and unlock the secrets of the clock. But for now, keep moving to the right.



BACK TO THE MARBLE GALLERY

26. These Scimitar skeletons are just plain annoying, aren't they? Simply advance with your shield up and smack them with your sword to clear the path. And for now, head for the exit in the lower-right corner. There's a blue door in the upper-right corner you won't be able to unlock just yet.



When you reach the center of the hallway, you'll come to a candelabra situated between two red angel statues. Breaking the candelabra reveals \$250.

Now you face the Stone Rose. Run toward it, shield up, and stop immediately next to it without actually touching it. Its only weak point is its head. Jump and slash it or try throwing magical axes straight up at its head until it explodes. If you get turned to stone, press Left and Right rapidly on the D-pad to break out of the stone.



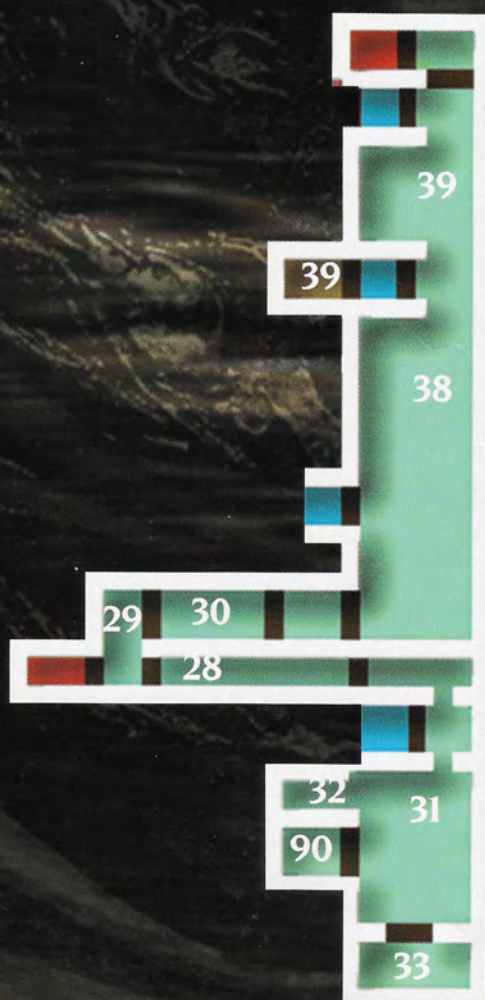
27. Your first encounter in this long hallway is with the strange-looking Diplocephalus. It's definitely less intimidating than it looks. Just crouch next to it and slash at the reptile head until the woman-tail screams and the creature explodes.



Outer Wall

THE LOWER HALF

The air is damp and cold here, as the winds whistle chillingly through stone windows and cracks in the crumbling walls. These are the perfect conditions for the undead, and I am unswervingly confident that I will come upon a myriad of them within the hour. This infernal stronghold is so vast... who knows how long it will be before I am able to locate Maria or Richter again?



28. This room contains two blue Axe Knights. Just like any other Axe Knight, you can get the drop on it simply by rushing for it and striking quickly at its legs and feet. It may take six or seven hits, but it shouldn't have time to retaliate.



29. This room has two flame pedestals, each containing a big heart worth five hearts each. Save the game and proceed to the upper-right into the next boss fight.

TIP: If you need to stock up on hearts, walk just a step into the Save Room to the left, then back in, collect the hearts, and repeat until you have as many hearts as you can possibly collect.

And it was in this room that I met myself—quite literally. I do not understand how this is possible. Obviously, this is yet another one of my father's depraved attempts at humor. Either that or an earnest undertaking in blotting me from existence. Actually, upon further reflection, I believe I would have to say it is a bit of the twain.

30. **BOSS STRATEGY—DOPPLE-GANGER (Evil Alucard):** The Doppelganger has access to all the attacks you have, but more than anything, it likes to throw knives at you. It can also transform into a bat and charge into you when you get too close, slamming you into the opposite wall. The best technique is to always have your shield up, then attack when it's vulnerable. To attack the Doppelganger, either stand at



a distance and toss Axes at it, or jump! Hit him as he jumps and lands, and when he throws his knife. For a victory that's almost too easy, use the Watch Magic Weapon to freeze the Doppleganger. Then you can wail on the beast while it sits there defenseless.



LIFE MAX UP: As you return to the main passage, you'll notice a large urn ahead. It's hard to reach, but the jump is possible. Walk far enough that Alucard begins to slip off the edge, then jump to the opposite side. You should just clear the ceiling. Break open the urn to find a Life Max.



31. **MEDUSA HEADS:** This area is full of floating Medusa Heads—probably one of the most annoying enemies you'll face in this game. They're constantly bumping into you and causing you damage, which manages to knock you back away from whatever you were trying to do. Just think of them as weeds that constantly need to be hacked out of your path before you move forward.

MINI-BOSS—ARMOR LORD: On the platform in the upper-left corner is a purple knight known as an Armor Lord. He can stab you for BIG DAMAGE and send rows of flame across the floor. Stay where you're safe from his attacks. Stand on the platform just below him and use your magical Axe sub-weapon (found at the right end of the hallway with the giant spitting plants) to take this guy's points slowly down. Also, fire off a couple spells. When he's defeated, go into the room behind him.

32. How odd! After all of that effort and feeling so drained, I walk into this room to discover that it is barren! Why would my father place a knight of such cunning to guard a room that is completely empty? But wait... there is more than meets the eye. The plaster of the wall to the left appears to be, well, not quite right. I would wager that if I am able break this plaster away... with just a sound HIT from my WEAPON... there! Nourishment! This will be very useful when, in battle, I may need it most.

Smash open the wall in this room to find a hidden Pot Roast.



33. I wonder to whom this telescope belongs? How very curious! It seems to look out upon the visage of a man in a dark cloak! Whatever can the purpose of this spy glass be? No time to worry about this now, I have too much to do. This castle tower extends much higher. I must return to the place where my evil counterpart met his demise and move further upward from there.

Stand next to the telescope and press up to use it. You'll spot a man in a boat far off in the distance. You can't reach him just yet, but perhaps you'll meet up with him later.

Long Library

For countless hundreds of years, my father has filled these darkened halls with arcane secrets and forbidden texts. The shelves seem to pulse with a wicked energy, giving the library a life of its own. Once mythical demons and legendary horrors now pour from every shadow to keep me from my quest.

My good friend, the Master Librarian, sits deep within the twisted labyrinth. He may look like a simple old man behind a desk stacked with books and paperwork, but he is, in fact, a very capable Merchant. The objects he sells are rare and highly useful. He is also willing to buy rare jewels, which I have been fortunate enough to uncover within the crevices and hidden chambers of the castle. My father would be absolutely livid if he knew that the old man assists me in this way...



34. **DHURON:** This short hallway leads to the huge, book-filled chambers of Castlevania's library. It's guarded by a horde of beasts, including the Dhuron. They are somewhat dangerous, so strike quickly before they have a chance to stab you. It's difficult to avoid their stab attack unless you jump or duck, so don't rely on your shield to save you. Break open the lights suspended from the ceiling to find a Heart, an Uncurse, and \$25. The Uncurse is handy for the next enemy you're about to meet.



SPECIAL WEAPON: You may want to fight the Dhurons until you receive the Rapier. It will significantly upgrade your attack power, and it has a strong special attack (↓ ↘ ↗, ■/●).

35. The second level of the library is guarded by three Ectoplasms. Don't let them hit you, or you'll temporarily lose the ability to attack with hand weapons by way of an affliction called "Curse." This is what you want to use the "Uncurse" potion in your Inventory for.



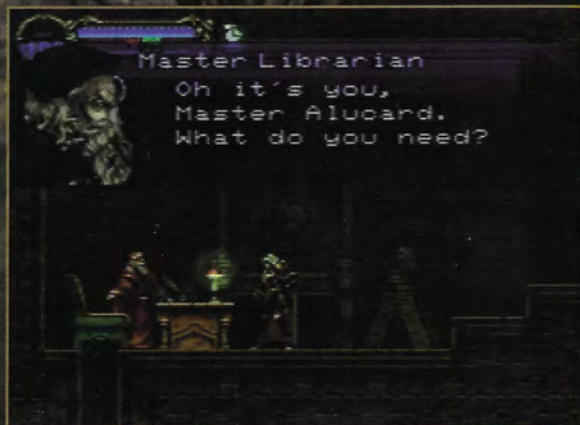
Continue up the stairs to the left, then again to the right, destroying the brown Spellbooks and Thornweed you encounter along the way. There are three special black Spellbooks in the room at the end of the hall, and they attack en masse. Try to get them before they get you, but if you can't, stay away since the weapons that sprout from them can do you a lot of damage. Alucard's spells work really well against these creatures.





RELIC—FAERIE SCROLL: Once they've been disposed of, grab the Faerie Scroll and return to the base of the stairs. Make your way to the left and down the staircase, being careful to destroy any Spellbooks that get in your way. While the ledges above may look inviting, you cannot reach them yet, so ignore them for now

36. **RELIC—JEWEL OF OPEN:** These unguarded hallways lead to the Master Librarian's well-protected hideaway. He acts as a Merchant and sells many interesting items, but one is necessary to complete the game. Buy the Jewel of Open (\$500) in order to open all the locked doors in the castle. For \$130, you should also buy the Map of Dracula's Castle because it's very helpful for showing places you haven't yet visited. If you think the prices are outrageous, just remember what the Master Librarian said about crossing his master.



Jewel of Open		SOLD OUT
Potion	x 1	800
Antivenin	x 1	200
Uncurse	x 1	200
Hammer	x 1	200
Magic Missile	x 1	300
Bwaka knife	x 1	400

Buy item	Got an item	14 → 14
	DEF	6 → 6

GOLD Equipped 6237

Can open locked blue doors



TIP: If you need some money, there's always that \$25 in the first light to the right of the Merchant. Walk into the room, collect the \$25, walk out, and then re-enter for another \$25.

37. This section of the library is well-guarded, which is an obvious sign that something very valuable must be hidden here.



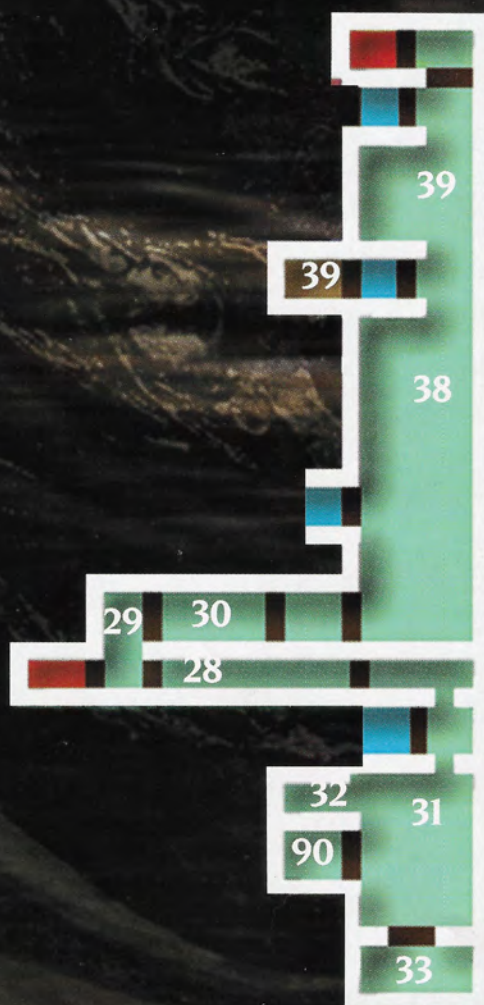
TIP: Take out the Dhuron and Flea Men here by using your "Soul Steal" spell. This will clear a path and give you some HP if you're in bad shape.

In the last room along the bottom floor, you'll find a Bronze Cuirass, which should make a nice addition to your armor collection. It's probably better than what you're already wearing, so try it on and see if you like it. Now that you've gotten all there is to get here, head all the way back to the right and return to the Outer Wall.

Outer Wall

THE UPPER HALF

*A*s vampires age, their dark powers often grow in strength. Many eventually master the art of shape shifting. With this gift, the vampire can transform its body into that of another creature, or even into a light mist. For myself, taking on the form and essence of the wolf was my first venture.



38. As you pass the elevator shaft, you'll see the Soul of the Wolf Relic. You'll be back to it in mere moments, but for now, head through the door to the upper-left.



39. **WOLF ABILITY:** Walk to the left to discover a Teleport Chamber. To use it, stand in front of the keyhole and press Up on the D-pad. Go through and unlock the door at the teleporter's destination, then teleport back. Now that you've seen it, it will appear on your map and you will be able to use it from other teleporters. For now, head back out to the right.

Follow the platforms up. As you head upward, you're going to see a lot of Medusa Heads and the green knight, a Sword Lord, on the left. You can attack him now if you wish, or ignore him. There's nothing special behind him and he always regenerates, so it doesn't matter.



In the upper left corner you'll find a machine with a lever. Strike the lever three times and it will begin working, and the words "Elevator Activated" appear. Return to the ledge with the Soul of Wolf power-up. Now you can pass through and collect the Relic, as well as ride the elevator down to the Library and the main hall with the Stone Roses.



HEART MAX UP: Next to the machine, you'll see a large vase. Climb the ledges so that you're opposite the vase. Walk forward and jump just as Alucard begins to slip off the edge. Break the vase and you'll find the Heart Max Up inside.



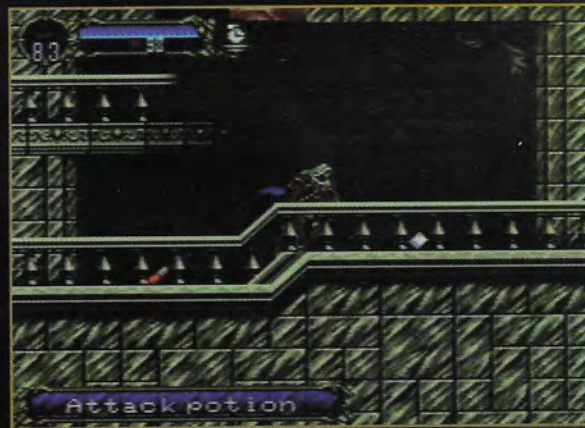
RELIC—WOLF ABILITY: Pressing the lower-right flap now causes you to change into the Wolf. The Wolf, with a running start, can jump much farther (not higher) than Alucard. Now you'll be able to reach a few vases and other goodies previously inaccessible in the Outer Wall area. The Wolf has a very weak bite attack and a special Lunging Bite (↓ ↓ ←, ■).





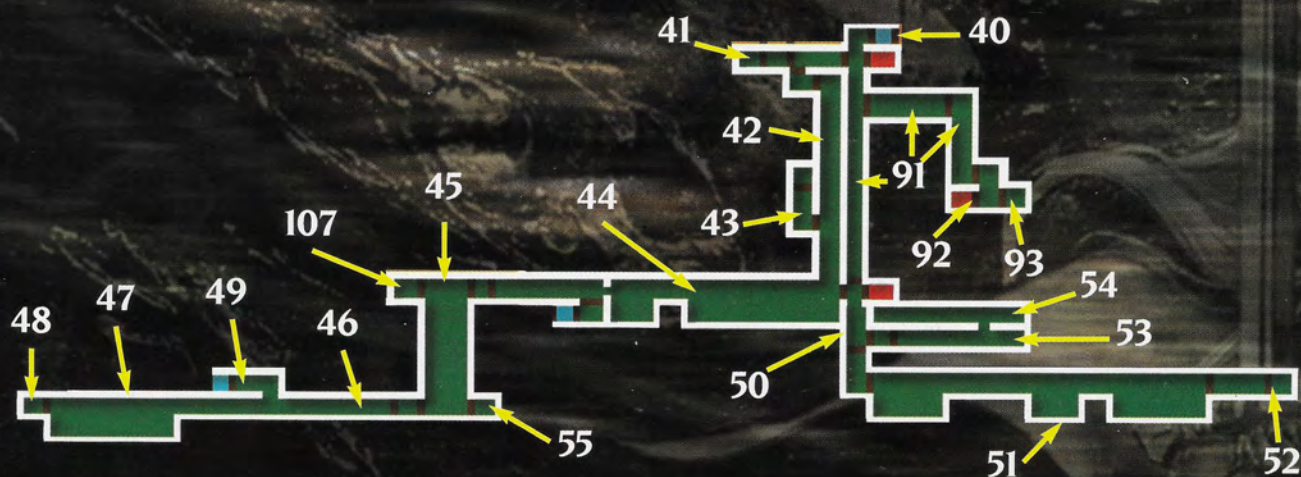
Don't ride down just yet. Keep moving upward. You'll pass a door on the left, but ignore it for now. Instead, go through the door in the extreme upper-left corner into the Save Room, and save your game. Once you've done that, return to the Marble Gallery and find the blue door you passed earlier (Area 26). The fastest way would be to go down through the Outer Wall. Using the elevator, go through the hall with the Stone Roses, and then into the room to the left.

In the Marble Gallery (Area 26), go through the door in the upper-right. As you pass into the far-right room, you'll step on a button that opens the floors in Area 26. First, while still in the right side of Area 26, travel to area below the switch room and drop down into the hole there. You'll find a Library Card and an Attack Potion. Finally, go back to the left of Area 26 and drop down into the second hole.



Underground Caverns

*A*h, it is my fate, of course. The next chapter in my adventure requires that I fall sightlessly into a dark and musty cave, no doubt leading down into the very bowels of the earth. It is no comfort that the lights down here are dimmer, and the icy shadows seem to possess a life of their own. It grows so COLD... I must endeavor to make my business here as short as I can.





40. This path to the caverns is made up of small stairways and platforms. In almost every case, there's a Spear Guard or a Bone Archer under each platform. Do not stand on any platform for more than a second or two. Keep taking just a few steps down each flight of steps, peek to see what's below and if it can reach you, then step to a safe place where "it" can't stab or shoot you. Throw a spell until the screen is clear, then move on.



41. At the first doorway on the left head through it. Stand on the steps and cast a spell to quickly defeat the Spear Guard and Bone Archer. Jump over the gap and pass into the room on the left. You'll find a Heart Max Up, but try attacking the left wall. After several hits, pass through the new doorway into the next room and collect the Bandana. Equipping should cause your defense to increase.



42. Continue in the same fashion as is described in step 40. Proceed with caution, and wisely rely on your long distance attack spells to quickly and easily defeat the long-distance-attacking Bone Archers and Spear Guards.

43. This antechamber does not have any enemies to worry about, so just follow the steps up to the top and use the bureau to jump up into the highest room. Here you will find a Life Max Up. Head back down and to the bottom of Room 42. Jump down through the gap and walk into the room to the right.



44. Take this chance to save in the Save Room to the far right. Then, begin your journey down the long passageway to the left. Be sure to grab any Toadstools or Shiitake mushrooms you may find, they're great for bringing back small doses of hit points.

Oddly enough, the forces of frogdom are stacked against you. The largish, light brown, bumpy amphibians are known as Toads and the small, quick, long-jumping green meanies are Frogs. The Toads are slow, but the Frogs are very fast and can jump really far. Proceed with caution.



When you come to a crate, push it left until it blocks the tiny stream of water leaking from the wall. Hop up on the crate to watch the show! Four Spear Guards are about to meet their watery demise. Next, make your way to the left. As you go, you'll see interesting stuff hidden in the murky depths below, but you're allergic to water, remember? You'll find a relic to solve that problem soon enough, so just ignore anything water related for now.

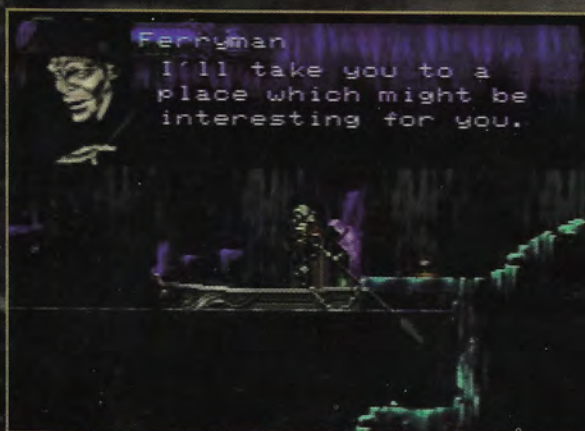


45. At the waterfall, jump as far to the left as possible and try to fall along the left wall. There are several mushrooms growing in the wall that you can collect on the way down.

46. As I continued my travels, I noticed a distinct drop in the temperature. It became chilly so suddenly, I was completely taken by surprise! And that's when I saw her—the Frozen Shade. I stopped in my tracks and waited to see what would happen. I did not have to wait long. She immediately obliged by summoning giant ice crystals which, to my great astonishment, formed perfect shards around her opaque form. Before I could pull my shield up to defend myself, the onslaught began. Wickedly sharp frozen shards of ice burst forth and sliced through my clothing. The sheer size and weight of the ice crystals bludgeoned me, knocking me back into the wall so hard I could scarcely catch my breath.

The ice maiden's form shimmered before my swimming vision, laughing and mocking me as I gasped for air. She was already preparing to form yet another assemblage of deadly frost shards. I managed somehow to muster enough strength to draw my blade, though I still do not know how. Reacting without a single thought, my weapon flashed through the icy air and into the torso of the Frozen Shade.

With a wailing scream of defeat, she shattered into many icy pieces, like broken glass. And just as eerily as she had appeared, the shattered iced pieces faded and disappeared, leaving me to shudder with a sigh of relief. As soon as I had summoned the strength to move on, I resumed my travels further down the chilled watery corridor.



47. **The Ferryman! So this is the shade I saw through the spy glass in the Outer Wall! He will take me safely across the waters to a room where a special item awaits.**

Hop on the Ferryman's boat and he'll offer to take you someplace interesting.

It's a good idea to duck when the Ferryman begins to take you across the water, as bats will swoop down from the ceiling. As long as you remain crouched, they'll pass right over your head.

EASY MONEY: Halfway through the ride, there will be a candelabra high above your boat. If you can hit it with a Magic Axe (or later, you can jump or fly up to it) you can collect the \$2000 it contains! This is a great way to rack up the cash fast! Come back when you can fly and land in the water unharmed.





49. Head through the door to the left and you'll find a **Life Max Up**. Step on the lever to lower the wall. Now you have easy access to the **Castle Entrance**!



48. **RELIC—MERMAN STATUE:** This Relic will summon the Ferryman in the next area you'll be traveling to. Anytime from this point on that you show up at a dock, he'll be waiting to ferry you across. Ride with the Ferryman back to the dock on the right and climb up the gap in the ceiling.



Take the **Castle Entrance** teleporter to the **Outer Wall**, head downward, and make your way back to **Room 25**.

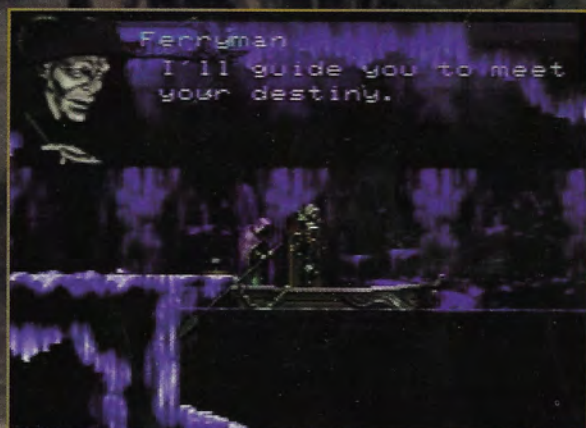
This time, when you go through **Area 41**, take the door to the right. You'll fall quite a ways down, but you'll end up in **Area 44** again.

50. Travel down to the bottom of this chamber, then crouch and strike at the floor until it breaks away. Jump down into the hole.

51. Immediately, you'll find yourself face to face with a Frozen Shades. Take them out quickly, then head to the right and hop into the Ferryman's boat. Crouch to avoid the bats as you glide across the water with the Ferryman. As you ride to the dock, you'll see an item shining in a nook in the ceiling. For now, don't jump up for it. It's easier to get it on the way back.



Hop back into the boat with the Ferryman and crouch until you reach that glimmering item in the small inlet in the ceiling. Jump up to grab the Onyx ring.



52. **RELIC—HOLY SYMBOL:** At the end of your boat ride, you'll be dropped off at a dock next to a room containing the Holy Symbol Relic. This relic allows you to breath, swim, and fight under water.



Now that you can safely traverse the waters, jump down and explore each pool, starting from the right side and working your way to the left. You'll find things like Elixir, Max Life Ups, and a Knuckleduster.

Return to the Save Room in Room 44 and save—you're about to take on TWO Bosses!

53. **MINI-BOSS STRATEGY—SCYLLA WYRM:** The Scylla Wurm is actually attached to Scylla, the boss you will face once you get past her little "pet." The Wurm doesn't have the ability to move all over the room, so you're usually pretty safe standing in the left corner of the room. Wait for the Wurm to come toward you, then throw a couple of Axes or spells its way. When it retreats, you can sneak in a jumping attack or another Axe, but hurry up and retreat because it'll stick its neck back out fairly quickly. Keep tossing Axes or spells and try to land a few attacks in-between, and you should dispose of it in no time.



As you enter the room to the right, you'll notice that it quickly begins to fill with water. Good thing you have your **Holy Symbol Relic**, because water no longer presents a threat! Continue along the floor to the right, collecting the **Resist Ice** vial in the small cove below the ledge above. Make your way up to the ledge, and continue to the right, past the opening above to the downhill slope and the **Scimitar** at the end. Return up the slope and jump into the room above the opening.

54. Scylla is located to your left, but before you confront her, you might want to collect a little snack in case things get tough. Head to the right and destroy the vase to expose a yummy **Pot Roast**! Now go back to the left and get ready to face Scylla...



BOSS STRATEGY—SCYLLA: Scylla is well-protected by her three Hounds and three more Scylla Wyrms. And if that wasn't enough firepower, she can also throw sharp blades at you, along with the Liquid Skulls that form from the water below and hurl themselves at you. So, needless to say, you've got to do a lot of swinging to cut your way through her defenses. The best thing you can do is to attack her directly, but you'll probably have to get past the Scylla Wyrms first. Use your Soul Steal with as many enemies onscreen as possible to start the ball rolling. Back off to the left and use a few sword swipes to destroy the Scylla Wyrms. Once the Scylla Wyrms are out of the picture, get in close and start wailing on Scylla from below, using your Axes to slice and dice. Just keep the pressure on, and you'll be surprised at how quickly she falls without the aid of those Wyrms. Once she's gone up in smoke, grab your prize and head into the room to the left to collect and equip the Crystal Cloak.



Save in Room 59 and walk to the left. Now that you have the Holy Symbol, you can explore all of the water areas in Area 59 and pick up lots of underwater goodies. The thing to watch out for are the Fishheads, who are VERY nasty. They can't move, but they usually guard items in pairs, spitting lethal, long distance fireballs and jets of flame. The best way to explore the underwater areas in Area 59 is to take a step down the caverns, little by little, and use "Soul Steal" or "Tetra Spirit" when you get one onscreen. Also, when you get down to their level, you can usually crouch and get just below the Fishhead's line of fire. You will find Life Max Ups, Heart Max Ups, a Nunchaku weapon, Antivenin, Resist Ice, and a magical one-time weapon—a Pentagram.



Explore every inch of the waterfall until your map shows it's completely explored. You will find Shiitake mushrooms, Secret Boots, and other goodies.

55. At the bottom of the waterfall, walk to the right into the secret room, kill the Frozen Shade, and collect the Life Max Up.



EXTRA ITEMS: Once you have the power of the Bat or the ability to double jump, you'll want to return to the waterfall area. Leap to the ledge across the falls and you'll find a switch inside the next room. This releases a couple of barrel-chucking Bone Apes into the level. Return to the area where you saw the **Life Max Up** and **Heart Max Up** covered by a wooden plank. Lure the nearby Bone Ape to the plank and get it to bust through the wood with a flaming barrel. Now you can get the power-ups.



Now it's time to explore the upper-left portion of the castle. Return to Area 15, and exit through the door in the upper-left.



Royal Chapel



56. **Maria! I am relieved to see that she is unharmed! She is confused that this castle is not how she remembers it, but I explain that this castle has many incarnations, being a creature of Chaos. She seems unfazed, and continues to fight on her own. I hope to meet her again. With any luck, that will be as this castle meets its doom.**

THE STAIRCASE: This is the largest staircase in the castle, and it's teeming with Bone Pillars and Corner Guards. And because you're approaching them all at an angle, it presents a little added bit of difficulty. To make your ascent as easy as possible, throw a bottle of Holy Water at the feet of each enemy. The resulting flames will quickly eliminate your foes.



Near the top, you'll find a Spiked Ball. If you touch it, it will hurt you—if not flat out kill you. You can't destroy it, but when you enter the room from the top and defeat the Bone Pillar holding it, the ball will roll down the stairs. If you follow it all the way down, you can watch it destroy everything in its path!



You'll notice a lot of vases in the upper-left slant of the ceiling, and a platform at the very top, but you can't reach them yet. You'll come back to it later when you can fly.



57. The black sword in the middle of this room is called a Spectral Sword. And if you cast a spell or two, it won't even get a chance to attack you before it disappears into a flaming mess. Climb the stairs up to the left and go through the door at the top.



Jump across to the high platform, and then jump to the right to collect the Goggles, which will improve your defense and Intelligence. Drop off the edge and hit each of the three sconces on the way down for 15 hearts.

Go through the door to the right, defeat the Spectral Sword again, and then jump up the stairs to the door in the upper-right. (You'll come back to the door in the lower-right soon.)

58. Pass straight across and into the door to the right. Here, you will see a confession booth.



SIT DOWN ON THE LEFT SIDE: If a priest in a blue robe and yellow cap sits down across from you, stay put and let him bless you. Occasionally, this priest leaves food. If a priest in a green robe approaches, get outta that chair! He'll shut the curtain, then weapons will come through and cause you damage!

SIT DOWN ON THE RIGHT SIDE: If a woman in an orange dress sits down, she will cry until you get up. If a woman in a green dress sits down, move quickly! She'll shut the curtain, then weapons will come through and cause you damage.



59. **TOWER INHABITANTS & ITEMS:** This tower is lined with Skelerangs. Simply approach with your shield up. One hit should do it.

Travel to the very top of the tower to collect a Silver Plate, and break the cases to get a Life Max Up and a Strength Potion. Exit through the door in the upper-right.



When you reach the small wooden platforms on the scaffolding, you'll be facing Black Crows, Winged Guards, Hunting Girls, and Blue Ravens. The Winged Guards just keep on coming, just like the Medusa Heads in previous levels, but the Ravens and Crows can be taken care of with one hit. The Hunting Girls are semi-invisible ethereal spirits that fight with real swords; they don't present too much of a threat. Their sword patterns are slow and tracked by a thin light, so you can easily see where to stand to avoid them.



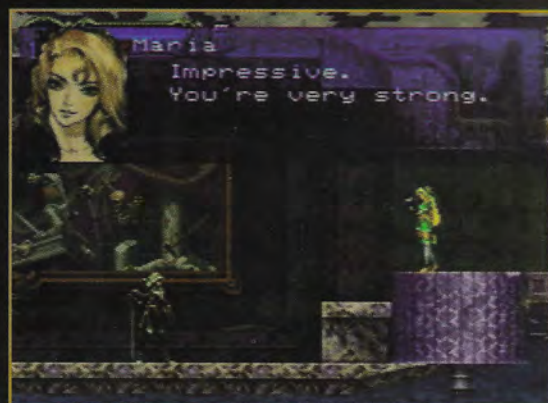
60. This tower is a smaller version of Area 59. Just make your way up again to collect a Zircon ring at the top, then exit through the door in the right wall.

61. **BOSS STRATEGY—HIPPOGRYPH:** The easiest way to fight him is to use the Magic Book weapon and duck next to the Hippogryph. This makes for a quick battle. Otherwise, the Hippogryph looks powerful and has a lot of stamina, but it doesn't attack very smartly. The only way it can harm you from the sky is if it lands on you, so just stay away from the center of the floor and toss Axes at it, or take



occasional jumping swipes. When it does land, crouch next to it and continually attack it. The Hippogryph's attacks will go straight over your head, so you're completely safe in this position. The only things to watch out for in this situation are the Hippogryph's eggs, which turn into small birds and can fly at you. It is possible to destroy them before they hatch, so be on the lookout for them and break them before they hatch, if possible. Just concentrate on landing as many blows as possible while the Hippogryph is stuck on the ground, and the fight will be over quickly. Collect the Max Life Up.

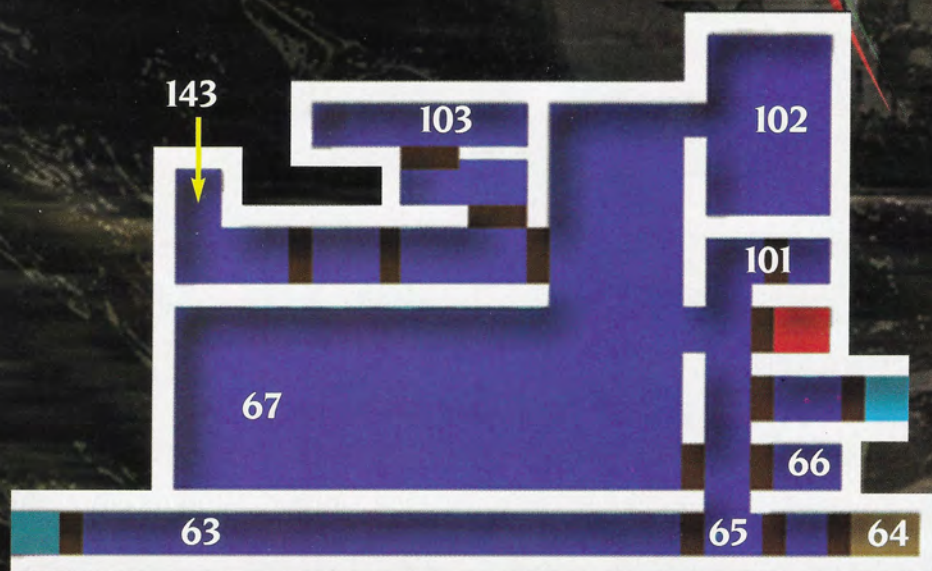
I have finally managed to prove myself to Maria. Do I know Richter Belmont? I know the Belmont clan... Ah, she wants me to let her know if I find Richter. I cannot help but be just a bit disappointed in hearing that, but such is my fortune.



62. The last of the three towers—make your way to the top to find a Potion in the vase and a Cutlass at the very top.

Castle Keep

Ugh! I recognize this place! I am getting closer to the end of my quest! The fetid stench of malfeasance makes me ill. Yet I am far from ready for the final battle. I must become as strong as I was before Death robbed me of my strength and power.



63. There are four Axe Knights in this hallway, but by now, crouching next to and attacking them should take only two to four hits. There will also be Flea Riders (Flea Men riding flying geese) coming down from above, but they're easily dispatched with just one hit.



64. Walk to the right and straight into the next hallway to the teleporter. Don't go through it yet. Having seen it, you will now be able to use it from other teleporters.
65. Ride the vertically-moving platforms up to the doorway in the upper-right.
66. Collect the Tyrfing sword here and head back out to the hall. Jump across the gap and go through the door to the left.



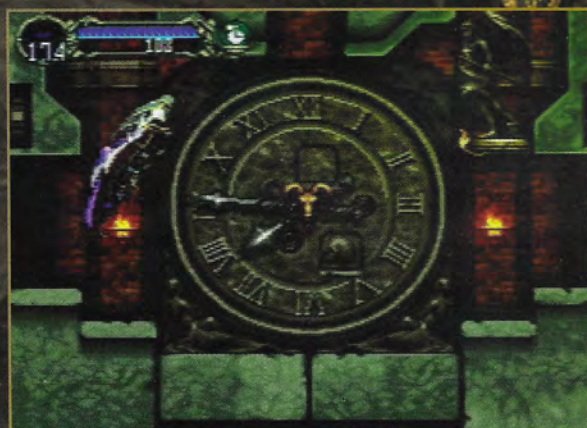
67. **RELIC—LEAP STONE:** Fall down to the roof of Area 63 and knock a few Flea Riders out of the sky as you head left. When you reach the far-left wall, collect the Leap Stone. Jump up to the platform above with Turquoise. Then, staying right there, smash the wall to your left for a hidden Turkey.



Now that you have the Leap Stone, you'll be able to get to places you couldn't reach before simply by jumping up and pressing the Jump button again to go a little higher.

Head back to the right and take the teleporter in Room 64 to the teleporter in the Outer Wall. Make your way to Room 25.

You should be standing under the left side of the giant clock face. Double-jump up, landing on the inclines, and make your way up and to the left. (If it is closed off, wait around for a minute and it should open.)



Olrox's Quarters

What a refreshing change from the dreary and dank passages of the rest of this fortress! I almost like it here. No doubt there will be phantoms and faces of death that shall ruin the ambiance of this elegant domain. But who, I wonder, is this "Olrox?"



68. The phantom sword in the center of this area may look like a Specter Sword, but it is actually a Poltergeist. The strategy, however, remains the same. Throw "Tetra Spirit" or "Soul Steal" at it to rid yourself quickly of its presence, then head to the upper-right wall.

SECRET STASH:

Break open the wall on the lower right side of the room and you'll find a long hall with a large stash of items at its end.



69. This is a long passage with two enemies, Hammer and Blade. Hammer has great reach with that mighty mallet, so the best attack for him is a long-distance one.

HAMMER: Throw "Soul Steal" or a magic weapon. Otherwise, for up-close confrontation, the safest way to attack is to come in for a hit just as he's bringing the mallet back up toward the ceiling. Hit a few times, then get out of the way!



BLADE: Blade is a lot easier for hand-to-hand combat. As long as you stand just outside of his sword's reach, you can crouch and attack until he falls down and goes boom (literally). Just be sure to hit the Triangle button to evade quickly when he leans back to stab forward with both swords.



70. Run all the way to the right and step into the teleporter room, just to view it and see it on the map—don't go through it. Instead, return to Room 68 and go through the lower-left door into the Colosseum.



Colosseum

In all of the places I have traveled to thus far, this place seems to be packed with wall-to-wall ghouls and apparitions! I must take my time and fight through it all if I am to solve the chaotic mysteries of this miserable stronghold. I do sense that there is an important Relic here that will help me greatly in my journey...



71. **THE SHIELD ROD & MIST:** Walk to the left until you reach a set of small platforms leading down. Jumping down and to the right, you'll be at a Save Room. It's **HIGHLY** recommended that you save before venturing further into the Colisseum!

72. This room is chock full of Blade soldiers, a.k.a. weak skeletons who back up as you approach and couldn't be easier to kill. Easier still, cast a spell or use your subweapon on them first, leaving you lots of room to move forward and avoid those unwanted weapons.



At the far right end of the room, you'll find a Heart Max power-up. Head back to the left and straight across into the next hall.



73. Knock the Bone Scimitars out of your way to get to the big bone daddy—the Paranthropus. He doesn't move immediately, so you have plenty of time to cause damage. When he does move, he tosses a huge bone in a high arc, so if you're standing next to him, it will fly safely over your head. Just behind the skeleton crew is a Hunting Girl, but by now you know that you just need to keep approaching and striking to eliminate her.

In the room to the left of the elevator shaft, you'll find the Blood Cloak. Fight your way back to the right, climb the tower, and take the first left.





74. There are two Hunter Girls here. Defeat them and continue left, over the elevator.



75. This room is hellish. You'll come face to face with two Axe Knights and two Valhalla Knights. Your best bet is to step one foot into the room and QUICKLY cast a spell or use a Magic Weapon, such as Lightning, the Cross, or the Book.

Head through the door on the left, prepared to take on a lone Axe Knight between you and the next tower.

76. Head down the platforms, ready to do battle with the Plate Lord and Owl Knight at the bottom. You've met the Plate Lord already, but the Owl Knight may be new to you. Take out his attacking Owl first. When the Owl goes down, you'll have about five seconds to finish the knight off as he kneels next to and grieves for his avian friend. But once again, you may want to instead perform a multi-hit spell such as "Soul Steal" or "Tetra Spirit" before landing between the Plate Lord and the Owl Knight.



Walk into the small room to the right and kill the Grave Keeper, then take the Green Tea sitting in the corner. Leave the room and head all the way to the far-left room.

77. **THE SHIELD ROD:** If you thought any of the rooms so far have been a bit ridiculous, wait until you get into this one! Among the guests waiting for you here are Bone Scimitars, two Armor Lords, and a pack of Bone Muskets. There has never been a more appropriate time to use the "Soul Steal" spell. Take one step in and throw it before any of the enemies can attack. When the first half of the room is clear, ready your Magic weapon and approach the other Armor Lord and Bone Muskets. The prize that they guard is worth it—the Shield Rod.



The Shield Rod, when used with any shield, gives you an added magical ability. And by itself, it's a very powerful weapon that will, with its swing, hit enemies in front of and behind you.

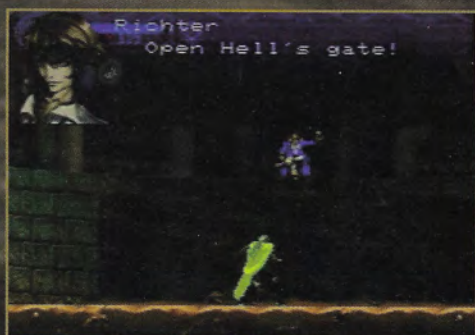
Walk to the right and climb the platform steps to Save in the Save Room.



78. Jump up to the left and collect the Magic Lightning weapon, then step on the floor button to open the door between the Colosseum and the Royal Chapel. There's also a Knight Shield on the left if you didn't pick that up earlier. Now go back through the door to the right.

79. In order to complete the map, you need to visit this room. It contains an Armor Lord. Whether you beat him or not, head back to the tower and Save in the Save Room on the left. Then, hop up the platforms to the upper-right doorway.
80. Take the lower path to the right and into the Arena.





81. **BOSS STRATEGY—MINOTAURUS & WEREWOLF:** The Minotaurus and Werewolf are not real threats individually, but together they form a surprisingly effective team. However, the Werewolf dies when Minotaurus dies, so go after him whenever you get the chance. Their maneuvers are actually visual cues to their upcoming attacks, so watch for the following situations and act accordingly:

MINOTAURUS POINTS AX DOWN:

This indicates that both creatures are about to charge toward you. Jump over them as soon as the Minotaurus lifts the Ax back up. When you land, hit whoever is closest once or twice.



WEREWOLF THROWS FIREBALL: The Werewolf is about to charge toward Minotaurus, who will then launch him upward. When he reaches the ceiling, the Werewolf comes diagonally down toward you. While dodging the Werewolf, concentrate on Minotaurus.



MINOTAURUS THROWS HIS AX: Minotaurus is warming up for a flaming punch to the sky! Quickly jump over him before he can get into the air. As he's coming down, wail on him and the Werewolf.

MINOTAURUS DOES JUMPING AX STRIKE: As soon as he's in the air, the Werewolf is warming up a fireball attack. Get under Minotaurus, duck, and punish him while the Werewolf's attack goes over you.



MINOTAURUS LEANS BACK: He's about to breathe on you. If you're close, duck and hit him. If you're far away, try a long-distance attack.



It's always a good idea to use your Magic Weapon frequently. Just watch for the above patterns and act accordingly. Remember to concentrate on the Minotaurus as his destruction will end the fight, even if the Werewolf has gone unscathed. At the end of the fight, collect the Life Max power-up. Head through the door to the right.

I'm certain that was a Belmont. So he says he's the lord of this castle...

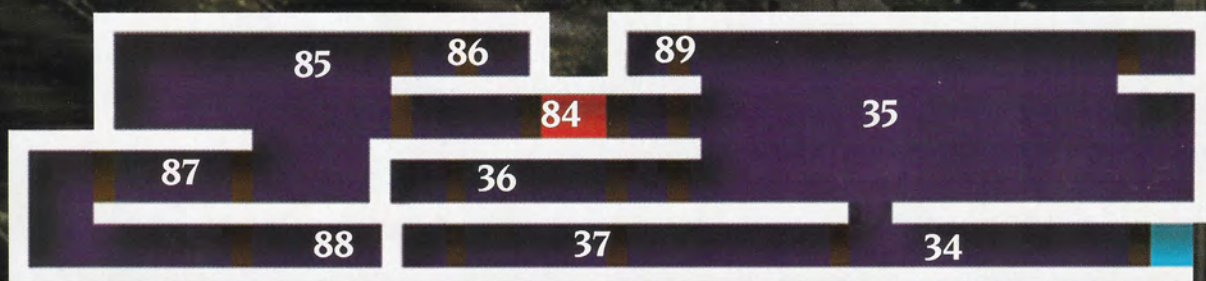
82. **RELIC—FORM OF MIST:** Across the gap of the elevator shaft is the Form of Mist Relic. Hit the button next to the shaft, then drop down onto the elevator and take it up. Collect the mist, then use the LI Button to become mist and pass through those iron bars. Head up this mini-tower into the room above.



83. Trounce the various skeleton enemies here. Stand to the right of the broken pillar on the right and perform the Soul Steal spell. It opens a hole in the ceiling. Come back when you can fly to reach the hidden area.

RETURN TO THE *Long Library*

Now that I have the ability to jump high and assume the form of mist, I must return to the Library. I can now reach that ledge which was previously unattainable—the ledge which I could ALMOST reach from the long staircase. Now I will uncover the secrets that lie there and beyond.



84. Return to and head past the Ectoplasms and Spellbooks, up and to the left, and then stop midway down the staircase leading to the Master Librarian. Double-jump up to the ledge to the left with the Corpseweed. Follow the adjoining hall through the Save Room and out to the back.



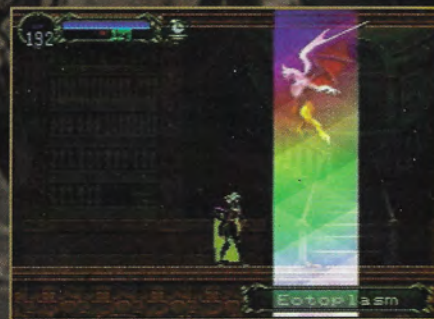
85. This hall has a couple Dhurons and quite a few Flea Armors. The Dhurons should be easy to defeat, and the Flea Armors are simply Flea Men that require a little more attention because they have a layer of armor protecting them.



86. Smash the light on the table to reveal the Stone Mask. Push the bookshelf aside and get the Topaz Circlet and Holy Rod in the next room.



87. **BOSS STRATEGY—LESSER DEMON:** This boss is pitifully easy compared to some of the rest. Basically, if you leave this boss be, it'll generate enemies such as the Ectoplasm, Mudmen, and Skeletons. While it's creating an enemy the rainbow colored light surrounding it protects the demon from your attacks. Jump up and attack the boss as the shroud disappears or use the "Soul Steal" spell to attack him and his creations all at once. He'll be gone before you know it.



88. **RELIC—SOUL OF BAT:** Smash the statues and vase in the lower-right corner to reveal a Takemitsu, Onyx, and Frankfurter. Jump up against the grate to the upper-right and mist through it. The Soul of Bat is in the room to the right, and there's \$250 in the lamp.



Ahhhh... now that I can transform into the bat, there is no corner of this infernal fortress that I cannot reach!

Return to Room 35 and fly up to the upper-left corner above the are you just left.



89. **RELIC—FAERIE CARD:** In this room you will find a **Potion** and the **Faerie Card**. Be sure to turn the **Faerie Card** on in the **Relic** menu.



Make your way back through the Library out to the Outer Wall, then travel down to the grate at the bottom of the Outer Wall.



90. Use Alucard's mist form to pass through the bars. On the other side you'll find a **Mirror Cuirass** and **Jewel Knuckles**.

From here, return to Room 50 in the Underground Caverns.



Nightmare

I need to rest and restore my suffering health. But this coffin is so peculiar... ah, no matter. How sweet to sleep. Uhh... Mother? Is that you?

91. Instead of falling down this passage, become the bat. If you destroy the pedestal on the left, you'll get \$400. Then, fly into the doorway on the right. Follow this corridor to the right until you reach the series of stairs and platforms leading down. The first vase on the upper-right holds a Claymore.



92. As you continue on you'll encounter a large collection of vases. Each vase contains a Meal Ticket except the vase in the lower-right, which contains a Moonstone.

It would be a good idea to save in the room down to the left before venturing further. It is also recommended that you get the Magic Cross weapon before taking on the boss.

93. **BOSS STRATEGY—SUCCUBUS:** If you have at least 100 hearts and the Magic Cross weapon, it is **EXTREMELY** easy to stand beneath her as she flies up to the corner of the screen, then launch the Magic Cross weapon. If she doesn't die immediately, it should take only two or three more hits to finish her off.



Otherwise, stay close to her and get in as many jumping slashes as possible. When she spreads her wings, get ready to dodge! Strange, piercing lines will extend from the tips of her wings, so try to get underneath her where it's safe. Also watch out for her replicate maneuver. Six more copies of her form will stretch across the top of the screen, and only one of them is the real Succubus. (Typically the one that isn't shooting.) Better find her quick, before you die trying. Lastly, beware of her charge move. She grabs Alucard and gives him a poisonous kiss.



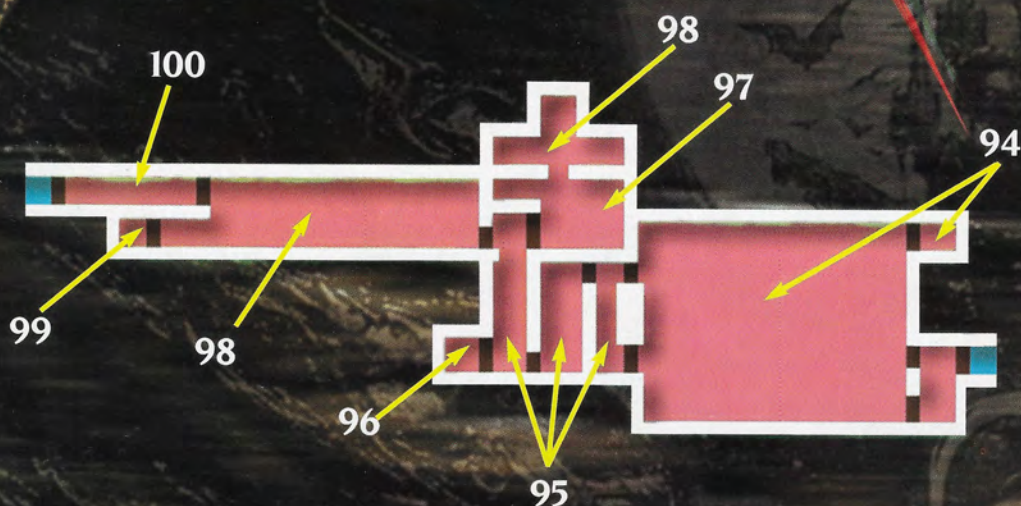
Take the Gold Ring that she leaves—and don't lose it! You'll need it to get the good ending!



Make your way to the Outer Wall and up to the door above the teleporter. This door leads to the Clock Tower.

Clock Tower

This is just one big room filled with treasures that can only aid me in my quest. These bothersome apparitions that seek to thwart me, actually humor me and keep me in good spirits as travel. I can feel the energy building... I am becoming stronger now. It will not be long before I am able to complete the grave task that lies ahead.



94. **RELIC—FIRE OF BAT:** Become the bat and fly up to the upper-right corner of the level to collect the **Fire of Bat Relic**. As the bat, you will now be able to shoot fireballs by pressing the Square or Circle buttons.



Had you tried to go through this area without being able to fly, it would have been much harder. But by this point of the game, the tiny Phantom Skulls, Flail Guards, and giant Skull Lords pose absolutely no threat whatsoever. Explore every inch of this room!

As the bat, you'll find three pedestals containing Ice Mail, a Bekatowa sword, and a Shaman Shield.

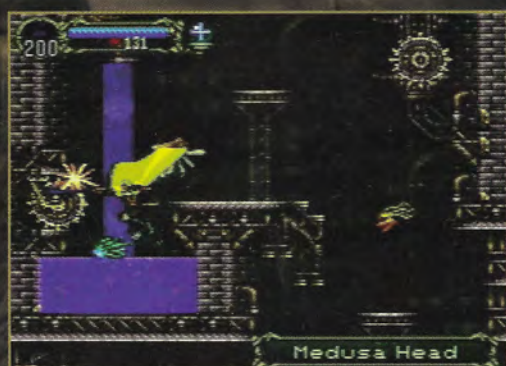


As Alucard, walk along any of the bridges and fall, head toward the middle of the lower portion of the room. Fly up to the ledges containing a Magic Missile and a Pentagram.



Make sure you've explored everything before leaving through the lower left door.

95. In the lower-left corner of the second room is a door that can't be misted through. To open it, you must hit each of the gears on the wall in this room and the room to the right. Attack each gear until the dull "thunk" sound becomes a high-pitched "tink." When every gear is set correctly, the gate opens.



You must contend with more and more Medusa Heads and a few Harpies. Take the Harpies out first, then mess with the gears.



96. Once you've set every gear and opened the door here, you'll find a **Steel Helm**, a **Gold Plate**, and a **Star Flail**.



- Walk back out into the tall room and fly up to the upper-right corner. This wall looks awfully suspicious... better break it down!



97. There are **Flea Armors** here that will throw themselves at you in attempt to stop you. Kick them out of the way as you travel in a zig-zag fashion to the top of the room.



- The only enemy in this room to look out for is the **Cloaked Knight**. Simply attack any old way that suits you until he disappears. Also, be sure to grab the power-ups in the right and left corners.

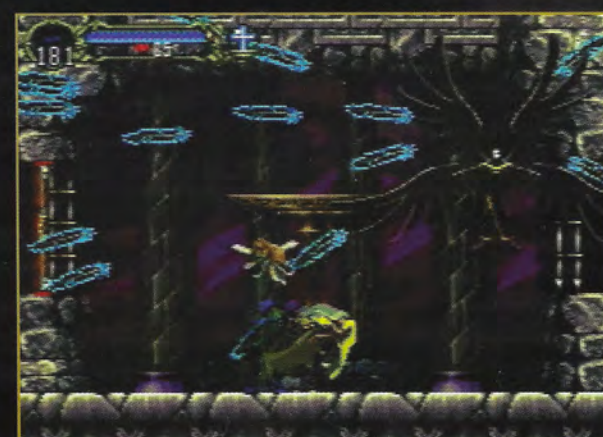
98. The next couple of rooms contain several hidden weapon and food items, all of which are hidden in the walls. The enemies in the room are all called **Sword Lords**. The funny thing is, once you defeat the **Sword Lord**, the **Sword Lord's** sword continues to fight and is now called a **Vandal Sword**, so it takes about four or five hits to take care of each of these characters. But once you've cleared the room, take your time hitting each and every wall for goodies. It's a good idea to go to your **Relics** list and activate the **Faerie**. She'll tell you if you pass a wall that contains an item.



99. The left wall can be broken down with your weapon. Inside you'll find Healing Mail. The more you walk around wearing it, the more points are restored to your HP total.



100. **BOSS STRATEGY—KARASUMAN:** This is a terribly easy fight, especially with a good weapon like the Shield Rod. All you need to do is hit the Karasuman, then follow it until it's stuck against the wall. At that point, simply keep jumping up and attacking it in the air. It'll never have a chance to attack you. Basically, keep the boss in the corner and it's completely harmless. If it manages to launch an attack, just try to weather the storm, and then get the boss back into the corner pattern. Collect the Life Max power-up and run through the door to the left.



Castle Keep 2

(Refer to map on page 72.)

101. Either fly upward or ride the rising platforms, which will simultaneously and eerily light the lion's head sconces on the wall behind you. At the top of the room, run to the right to save, then fly out through the door in the left wall directly across from the Save Room.

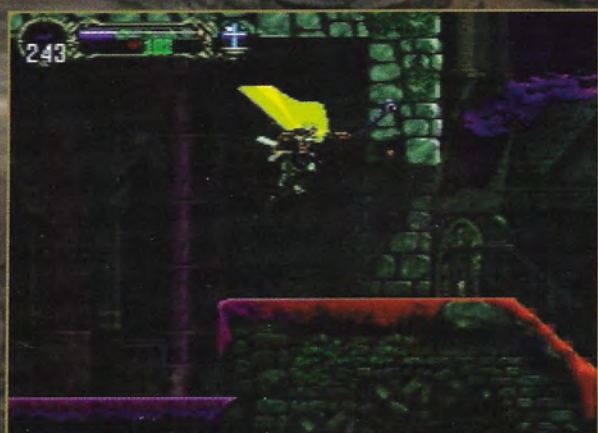
RELIC—POWER OF MIST: You've been here before, but now you can fly high and explore the upper areas. Fly to the left and down to where the Flea Riders attack. In the upper-left, you'll find the Power of Mist Relic. This gives you the ability to remain in the mist form longer and to move about freely. The only problem with this ability is that it quickly eats up your magic points, so don't hold this form longer than you need to! It's VERY handy when fighting a Boss with a nasty attack. Use this form to move through the enemy's attack, and then the enemy itself. You can then return to Alucard, get behind it, and get in a few good hits before the enemy turns around. Hit the wall to the left of where you found the Power of Mist to find a hidden Fire Mail.





102. **RELIC—GHOST CARD:** This room contains several Life and Heart Max power-ups. In the lower-right corner, you'll find the Ghost Card Relic.

103. Fly up to the upper-area of broken stairs and hit the archway (just like you did as Richter at the beginning of the game). Head up into the attic to collect goodies like a Frankfurter, Pot Roast, Turkey, and Sirloin. On the right side of the room, collect Resist Stone, Resist Dark, Resist Holy, and Platinum Mail.



Areas to Fly To

Now is a good time to fly to and explore each of the areas you couldn't reach before you obtained the Bat ability.

104. **RELIC—POWER OF THE WOLF (Castle Entrance):** Fight your way past the Owl Knight and fly up to the top of this room. Collect the Power of the Wolf and the Max Life power-up. Then, shoot down the candelabras in the upper-left, one of which contains \$400.



105. (Castle Entrance) In Room 2, fly up through the gap in the ceiling in the upper-left corner. In the hall to the left, you'll face Gurkha and Blade. Crouch in front of Gurkha, hit him several times, then jump over him and to his back to finish him off. Defeat Blade the same way as you did in Room 91.





106. Travel up the stairs and platforms to the room in the upper-left that contains Holy Mail.

There's one more secret you'll want to get before leaving Room 2. Transform into the bat and fly through the tunnel in the center of the room. Hug the ceiling inside the tunnel and you'll trip a hidden switch. Now check the bottom left corner and you'll find a hidden passage leading to a Resurrection Apple and a Jewel Sword.



RETURN TO ROOM 8.

RELIC—SKILL OF WOLF (Alchemy Lab): Fly up the gap in the upper-left of the ceiling. You will find every Magic Weapon available in the game, as well as the Skill of Wolf Relic in the far-right room.



RETURN TO ROOM 16.

RELIC—BAT CARD (Alchemy Lab): Fly up to the upper-right corner, enter the room on the right, and collect the Bat Card Relic.



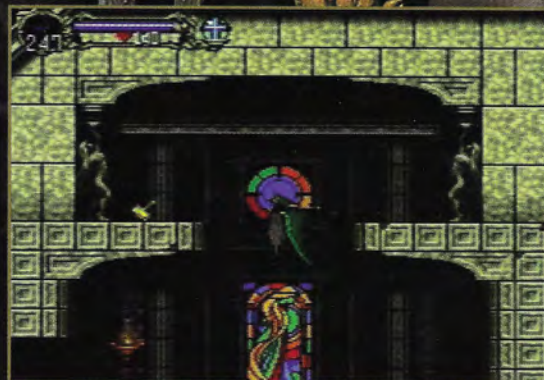
RETURN TO ROOM 56 (Royal Chapel): Fly up to each of the vases and break them to get each of the prizes inside. You will find a Mystic Pendant, a Magic Missile, a Shuriken, an Ankh of Life, TNT, and a Boomerang.



RETURN TO ROOM 47 (Underground Caverns): Fly across the ceiling and collect the \$2000 in the candelabra.



RETURN TO ROOM 20 (Marble Gallery): When you reach the Marionettes near the bottom of the room, there are two places you can fly up into to retrieve a weapon and a potion.

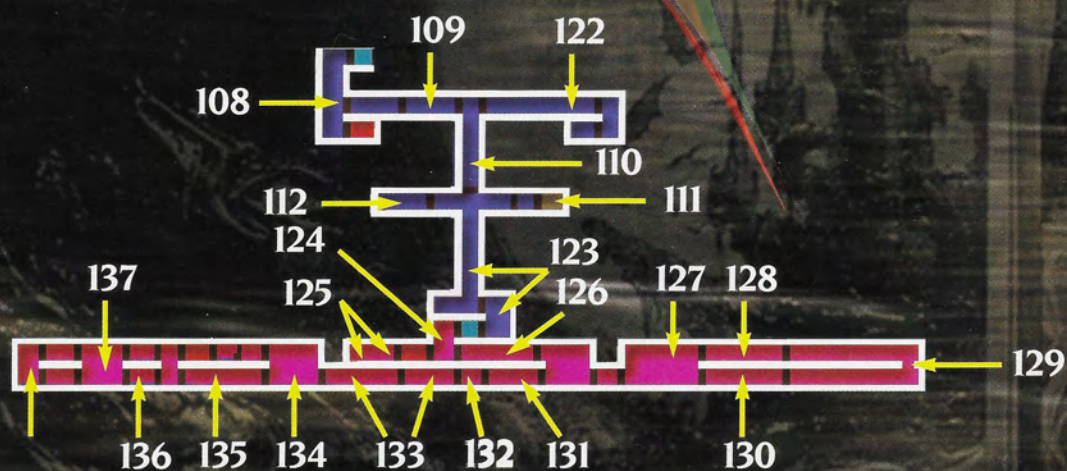


RETURN TO ROOM 45 (Underground Caverns): Fly up the walls and jump through the waterfall to fill in all of the gaps. When you reach the top of the waterfall, fly into the room to the left.

107. Walk to the left and push the button on the wall. And Ape Skeleton will appear and throw a flaming barrel at the wooden plank, breaking it away. Collect the Herald Shield and return to room 59. You'll find yourself approaching the another Ape Skeleton, and for now, you want to defeat him it just to get him it out of the way. Walk to the right until you reach the wooden plank on top of the Life and Heart Max power-ups. Reset the enemies in this area by stepping into the room to the right, then back to the left. Take little steps to the left, killing Frogs and Toads as you go, until you see the Ape Skeleton. Lead him it slowly to the right until you're standing on the wooden plank. He It should throw a flaming barrel at you, opening the wooden plank.



Abandoned Mine



108. Follow this hall to the left and down. There's a Save Room in the lower-right corner, and a door inside the tiger's head.

109. **BOSS STRATEGY—CERBERUS:** It's a good idea to wear the Fire Mail at this point. To should also use the Shield rod and the Herald Shield. Pressing and holding Up as you press either-both Attack buttons simultaneously causes a Protection From Fire and Lightning Spell to cast over you, so the Cerberus essentially can only hurt you for one point with each fireball it spits. This means you're practically invulnerable, so go chop him to bits. Try to duck under its fireballs while close to its legs. You'll avoid its attack and do lots of damage.



110. Drop down into this area and you'll meet your first Salem Witch. Try to hit her with "Tetra Spirit" a spell or your sword before she gets a chance to cast her three spiri-tone of her spells aton you. And once she's cast that, she'll often send over a big ball of lightning horizontally to the right. That is easy to avoid, but the summoned spirits aren't, so watch it and transform to mist, if necessary.



- III. At the bottom of this area, turn right. Be prepared to slash little wisps of fire out of your way. These truly exasperating Gremlins are littering the corridors with flame, so anytime you get a chance, knock them down!



Walk into the teleporter room and teleport to Olrox's Quarters.

Osrox's Quarters 2



112. In room 68, go to the lower-right corner of the room and attack the wall. This hidden room contains several vases, which when smashed, will give you Cheese, Onyx, and a Broadsword.

Now return to Room 70 and fly up the long corridor in the ceiling. As you go, shoot fireballs at the vases to collect things like a Manna Prism, Resist Fire, and a Luck Potion.



113. At the end of the hall, jump up and smash the vase in the upper-left corner to collect the Estoc Sword, then fall down through the gap.



114. Fly through and examine every square in this area. You'll find two Valhalla Knights at the bottom of the room, lots of hearts, and a little cash. The Save Room is in the upper-right corner.

When you're done exploring and this room is completely blue on the map, fly to the doorway beneath the Save Room doorway in the right wall.

115. Run down this enemy-free hall to the right and collect the Garnet. Now would be a great time to save your game!



116. There's nothing in this corridor except the Iron Ball and the cement blocking the hallway. Transform into Mist or the Bat to bypass it.

117. **BOSS STRATEGY—OLROX:** Use the Magic Cross on this teleporting knight. (This Magic Weapon is in the Clock Tower, flying up the right-most wall toward the Bat Fireball Item, in the lone candelabra.) When he becomes the giant lizard, stand just inside of sword reach, and jump to attack his head. If you do it just right, your sword should hit him two or three times, doing extreme damage in just one hit. This is a fairly dangerous technique, so if you'd rather play it safe just duck and swipe at its feet until it fires its continual sweeping light laser. Change into the Moving Mist, move through him to his back, become Alucard, and duck and swipe at his feet. Finally, don't let him trap you in the corner, Mist through him!

Fly into the room in the upper-left.



RELIC—ECHO OF THE BAT: Follow this hall to the left to the Echo of the Bat Relic. As the bat, you will now be able to cast rays in the dark to be able to see.

Return to Room 114 and exit through the lower-left door.

118. **RELIC—SWORD CARD:** To the untrained eye, this room appears to be useless. But cast "Soul Steal" on the far left side of the room and watch what happens! A hole in the ceiling! Fly up into it and you'll find the Sword Card!



119. Follow this hall to the left until you reach the statue blocking the way to the Royal Chapel. Strike at the small gold statue to lower the wall and get easy access to the upper-left portion of the castle.



120. Now, return to Room 83 and make your way through the Colosseum to the right. When you come to the split in the room, take the upper-half and keep heading to the right. Stand about halfway into the room (check your map for reference). Cast "Soul Steal" to open a gap in the ceiling.

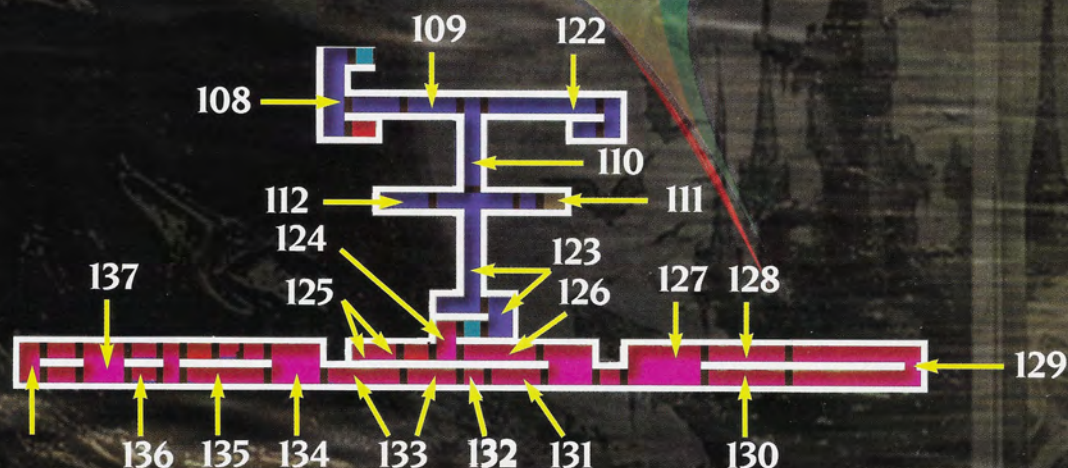
Fly up through that gap in the ceiling and run to the left to collect the Holy Sword.



Now, return to the teleporter in Olrox's Quarters and take it to the Abandoned Mine.



Abandoned Mine 2



- 121. RELIC—DEMON CARD:** From the teleporter, walk all the way to the left, knocking flames and mean little gremlins out of your way as you go. In this room, you will find the **Demon Card**.

Head back out to the right and up to the top of Room 110. Stand in the upper-right corner and activate the Demon familiar. He'll press the button you can't get to, which opens the wall to some secret rooms to the right.



122. The path is scattered with Thornweeds, which you'll have to mow down to keep moving to the right. Unfortunately, you will eventually reach the mighty Venus Weed. The best way to rid the halls of this scourge is to walk up to it as it's forming and start tossing all your firepower at it. Throw your Magic Weapon between sword strikes when possible, and duck to stay out of the way of any stray needles that may be thrown at you. Keep an eye on the thorns creeping along the ground. Stay between them, large gaps only, and you'll be alright. Just keep whacking away until you see the Venus Weed wilt away.



Follow the platforms down and collect the Ring of Ares, which gives you a +24 strength! Then, attack the lower-left wall to reveal a turkey and enter a secret area. In here, you'll collect Peanuts (honey roasted!), Barley Tea, and a one-time weapon called the Power of Sire.



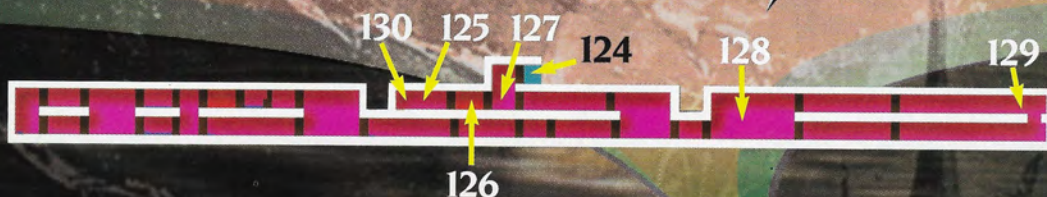
Return to the bottom of Room 110 and drop through the gap in the floor.

123. Fight your way past the Salem Witches to the bottom of the room. In the room to the left, you'll find a Combat Knife and a Karma Coin.

Head to the right and down.



Catacombs



124. This room contains two exits at the bottom. For now, take the exit to the lower-left.



125. A Save Room! Once you've saved, run to the left and collect the **Bloodstone**. Then, without moving an inch, smash the wall to the left to reveal another item: a **Cat-Eye Circlet**! Return to Room 124 and go through the door in the lower-right.



126. There are two Wereskeletons to contend with in this room, but if you attack them before they move, they're history in one swipe of the blade. Behind them is a Bone Ark, which is comprised of two pall-bearing skeletons and a... cow skull? Whatever it is, strike at the cow skull first, then aim for the pall-bearers. These guys are easy!





127. Arg! More Gremlins! Take your time, and if you've got one, use your Magic Timer to slow the little green pests down! Using the timer lets you get through the room before the Gremlins can totally saturate the area with flames. Keep moving to the right.

128. **GETTING THE SPIKE ARMOR:** Become the Bat and use your new Sonar Ability, to find your way through the deadly spiked passage to the right. BE VERY CAREFUL not to touch the walls at all or you're dead! Land on the lighted panel to turn the lights on, then proceed to the right and down around to the Spike Repellant Armor.



129. When you see four Wereskeletons to the right, you'll come across two pairs of vases. The top two vases contain Shurikens and the next two contain Karma Coins.

Work your way down past the Bone Ark and Wereskeletons to the left.

130. **THE SPIKE ARMOR:** Donning this Spike-Breaker Armor gives you the ability to walk through Spikes and break them instead of you! Hit the wall to the left and grab the previously hidden Library Card. Then, wearing your studly new armor, bash proudly through that spiked hallway and make your way out to Room III. When you get there, go through the door in the lower-left.





131. This room is filled with coffins, and each contains a Bloody Skeleton. You'll only want to destroy the coffins once—you'll find several **Monster Vial 3** potions. But don't stick around, cause these bad boys only stay down for a little while. Exit to the left.

132. Leave the **Life Max** if you don't need it now, because you might just need it in the next room to the left! It has a



couple of Grave Keepers and new enemy in it, a Hellfire Beast. The Hellfire Beast can pinpoint where you're standing and send a searing shaft of light up to burn you to death. Clue number one: When you see the thin thread of light land on you, step AWAY. When it holds out its hands in a fireball motion, DUCK. And most importantly, cast "Soul Steal" to get 'em all at once!



133. Meet the Lossoth, a Quasimoto-type creature who, when paying attention to you, will send rows of flame at you to knock you off your feet. Attack them from behind or clear them out one by one with a "Summon Sprit" spell.

134. The Discus Lord is terribly unfair. He has a yo-yo-ing, razor-sharp, saw-tooth wheel he likes to throw at you. Be terribly unfair right back with a "Soul Steal" spell. Use your sword to go in for the kill.



Break the left wall to get into the room next door. There you'll find an Icebrand sword.

Fly up into the alcove above and collect the stuff from the vases: a **Ballroom Mask** and **Heart Max** power-up.





135. A fork in the road, so to speak! Avoid those Gremlins and try the lower-left door first.

136. Nothin' in here but a single dollar in the sconce. Go through the upper-right door now and save. Check the room to the right to collect Walk Armor!

Now would be a great time to save.



137. **BOSS STRATEGY—GRANFALOON:** The easiest way to beat this boss is to jump up to the highest upper-left platform and cast the "Tetra Spirit" and "Soul Steal" spells until all the bodies fall away from the center of this creature. Then, either continue to cast spells at the creature's center or jump down and strike it with any weapon. Gross, but effective...



138. Look out for the suspiciously camouflaged Thornweeds in here. Whack them out of your way and head into the upper-right room to get Mormegil, the sword.

Return to Room 59 and fly up into the doorway in the upper-left.



Battle with Richter

139. Wearing the Spike-Buster Armor, walk all the way to the left, and mist through the grate.



So Maria, we meet again. I did find a Belmont, I'm not sure if it was your Richter. He claimed to be the lord of this castle, and stood to be counted with the enemy! Oh no... she does not believe me. If only she could trust me I speak the truth!



Put on the Silver Ring you find on the left, the Gold Ring from the Succubus battle, and go to the clock face in the Marble Gallery (Room 25).



Use the Magic Timer in this room to open up the right column side of the clock.



140. Here you'll find the Alucart Shield, a Heart Max power-up, Alucart Mail, and an Alucart Sword.



Now fly up the middle column.

141. **RELIC—GRAVITY BOOTS:** On the far right, you'll find the Gravity Boots Relic. On the far-left, you'll collect a Potion, a Hammer, and a Resurrection Apple.



Return to the Clock Face below.

142. Wearing the Gold and Silver Rings, the floor drops away. Fall down the gap and you'll find a large square. Explore the whole square and you'll discover a hole in the bottom of the square. This is where you'll find Maria.



That voice! Maria? Richter has joined forces with Vlad himself... so it was a Belmont after all? Someone must be controlling him. I will save him... if I can.

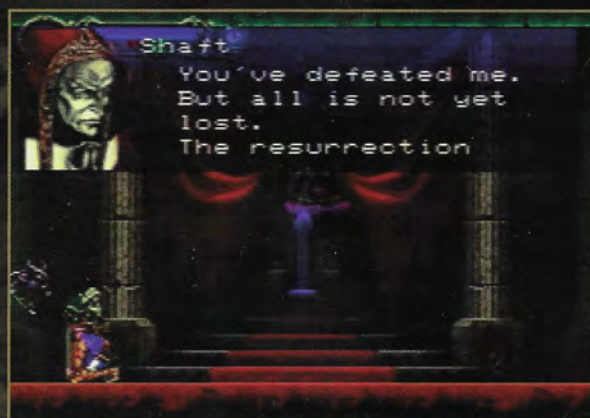


Maria gives you Holy Glasses to see the evil force which has been controlling Richter throughout the whole game. Equip these now and go to Room 129.

Before traveling any further, make sure each of the places you have visited is totally filled in on your map!

143. **BOSS STRATEGY—SHAFT & RICHTER:** If you want to end the game here, don't wear the Holy Glasses Maria gave you, and just attack Richter. Otherwise, you must have the Holy Glasses equipped in order to see the evil sphere controlling Richter. Avoid Richter and attack it! (To make sure your familiars don't hurt Richter, unequip them before the battle begins.) The tough part of this battle is just staying alive long enough to destroy the green sphere. Let Richter charge you, then jump over him and strike the sphere. Stand on the opposite side of the room and repeat.

Shaft, Dracula's evil companion, appears and does a creepy thing... he flips the castle upside down. It's time to play...





The Inverted Castle

DRACULA ITEMS

And you thought you were done... not if you want 200% for your finished score! It's time to go back through the whole thing upside down with all new enemies, all new bosses, and lots of neat stuff to collect!

The inverted castle is more than a little harder than the regular castle, which could easily be the understatement of the century. In order to get you through this area as quickly and efficiently as possible, we've arranged all of the major events in the order we recommend approaching them, from your first fight with Darkwing Bat to the final battle with the Lord of Darkness himself. If you notice something you'd like to have but it's out of order, don't be afraid to try it out! The worst you can do is fail and start over, and sometimes it's worth the extra effort to earn a powerful item earlier than the game designers expected you to! As you make your way through the rooms, just remember to look everywhere to uncover all of the items. You'll find a ton of super-cool stuff all over the place, so leave no nook or cranny unexplored.

BOSS #1 DARKWING BAT



1. **RELIC—RING OF VLAD:** The first major enemy in the inverted castle is Darkwing Bat, a huge winged beast with a fairly compact body. It pretty much just flies around the room and tries to bump into you, but occasionally it'll actually get aggressive and slam into you, much like the Wing Smash spell you can perform as the Bat. The hardest part of fighting Darkwing is the fact that his body is so small in comparison to its wings. All you can do is try to focus only on its body and ignore the wings, which is definitely easier said than done. Feel free to use Magic Weapons and spells, but be extremely careful, as Darkwing is capable of inflicting lots of damage on you. When you destroy it, you'll be able to collect the Ring of Vlad.

BOSS #2 THE CREATURE



2. **RELIC—TOOTH OF VLAD:** The Creature is just about the most menacing-looking beast in either castle, but is surprisingly easy to beat if you clobber him before he has a chance to execute his rolling attack. The best weapon to use against him is the Moon Rod. Since he's so large, all of the blue boomerangs from the Moon Rod's special attack (fireball + Square or Circle) will hit him, and two or three sets of boomerangs will put him dangerously close to the brink of destruction. If he does manage to get away and start his rolling attack, simply jump over him and follow him a little. This way, you'll get a better idea of when to jump when he's on his way back. You can sometimes land a blow on your way down, but try not to get too close or you may end up taking some heavy damage. If you find that jumping over him is too difficult, simply transform into Mist or the Bat, and wait near the ceiling until he stops rolling. Then, return to your regular form near him and toss more blue boomerangs until he's indisposed. Collect the Tooth of Vlad as your prize.

BAT 4 RELIC



3. **RELIC—BAT 4:** This wouldn't be stuck in such a well-guarded place if it wasn't worth the trouble. The nice thing about Bat 4 is that it makes your radar damaging, and it's really nice to be such a small target and still be able to inflict so much pain on your enemies.

BOSS #3 DOPPLEGANGER40 (EVIL ALUCARD #2)



4. Once again, it's time to fight against your evil twin. How many more times is this going to happen? He's certainly tougher than he was the last time you fought, but his techniques are still the same. He can now shoot the Magic Diamond weapon as well, but it's not designed to do major damage (usually only one point). Instead, it's meant as a distraction, a way to disable you while your evil form closes in for a hard strike. Try to keep close to him, and use jumping diagonal attacks when possible. Also, make sure to hit him as he's coming down from a jump. The most effective weapons are the ones with ranged special attacks, like the Moon Rod or the Shotel. Just keep the pressure on and remember to get away if you trap him in a corner, or else you'll feel what it's like to get hit by your own Wing Smash!

GLAUMDRING



5. This is a really powerful sword, one you should carry as soon as possible. Just don't forget it's here!

OSAFUNE KATANA



6. This is the most powerful sword in the whole game! It is difficult to get to, though. To reach this area, stand on the ledge just below the exit in the upper-right corner, then jump to the left and make a VERY LATE double-jump. You should make it through the waterfall and land on the edge of the ledge to its left. This is a two-handed sword, so if you prefer to hold a shield you might not want to use this one. However, for sheer power, you can't beat this weapon!

ALUCARD SHIELD

7. This is the great shield of your heritage! But what in the world is it doing in here? Take back what's rightfully yours!



BOSS #4 AKMODAN II



8. **RELIC—RIB OF VLAD:** Akmodan II is an ancient mummy, trapped in his ornate coffin for countless years. Needless to say, he's a little peeved that you've woken him up. The funny thing is, he's not quite as powerful as he was when he was embalmed, so you should find this fight to be fairly easy. The only thing you really need to watch for is his poison attack. When you see a yellowish green cloud form around him, step back or hop over him to avoid it. Also, when in close, make sure to duck to avoid his arm wrap attack. Stay just inside sword range and keep slicing away until those rotted old bandages give out. The Rib of Vlad will appear once Akmodan II is eliminated.

ALUCARD MAIL

9. This is another family heirloom that's mysteriously present here. The Alucard Mail is the best all-purpose armor you can find, so unless you're in a specific situation that calls for another armor (like the Spike Buster Armor), you should always wear this exquisite piece of history.



BOSS #5 MEDUSA



10. **RELIC—HEART OF VLAD:** Medusa has always been known for her ability to turn those who look her way into stone, and any fan of mythology knows that her gaze can be turned by a mirror. You don't have a mirror handy, but you can use the Mirror Curiass Armor to help reduce the damage her gaze can inflict. Also,

make sure to use some kind of Stone resistant potion prior to the fight, and remember to select the Faerie familiar, as she can break you out of a stoned state with a tiny mallet! Try not to jump toward Medusa—her sword attack is tailored to be an anti-air defense. Stay close and keep slicing away at her body below the shield until she gives in. As a reward for your effort, the Heart of Vlad will appear.

TREVOR, GRANT, & SYPHA



- II. This fight isn't really necessary, but it's certainly a blast from the past. Three characters familiar to past Castlevania adventures have been mimicked and sent after you. None of them have true patterns to fight against, so it's pretty much "anything goes" in terms of strategy. The Fake Grant likes to land on the ceiling a lot and toss knives down at you, so stay out from underneath him unless you're going for a leaping attack. Fake Trevor usually tries to whip you from a distance, so stay away when possible and duck when you get in close. Fake Sypha is always in the sky, so watch out for the harmful clouds of Fire and Mist that she spits out and only attack when she's just completed one of her attacks (it takes her a little time to recover). They're all fairly easy to beat individually, so try not to get caught up attacking all three at once unless it's in the form of a Spell like "Soul Steal" or "Tetra Spirit."

MOURNBLADE



12. This room contains three Azaghal, the last of which occasionally drops the Mournblade. This is one of the best weapons in the game—it restores 8 HP every time you hit anything. That's right, anything! Even items that can't take damage like the Stone Skulls will yield life for you when you touch them with this blade. This can be especially handy in tough boss fights or just when you're running around the castle and there's no Save room in sight. This is one weapon you want to have for sure, so keep on fighting until you get it.

BOSS #6 BEEZELBUB



13. Talk about Lord of the Flies—I think I'm going to be sick! Beezelbub is an evil spirit that has invaded the rotted corpse of a gigantic being, and it's attracting some of the biggest flies we've ever seen! Beezelbub's body is loosely held together by thin segments of rotted flesh, so your sword swipes are sure to loosen them up and cause them to fall off. You can get to most of his limbs by double-jumping from the floor, but when you can't reach anything else it's time to Mist to the top of the screen and cast "Tetra Spirit" or "Soul Steal" from the ledge above and to the right of his head. Keep avoiding those flies and you should be able to send Beezelbub back to the Netherworld in a body bag.

GODDESS SHIELD



14. While this shield isn't as good as the Alucard Shield, it does have the advantage of summoning the goddess of protection when used in conjunction with the Shield Rod. The goddess will grant you temporary protection from Dark magic, so don't forget to enlist the aid of this shield when the need arises.

BOSS #7 DEATH



15. **RELIC—EYE OF VLAD:** Death comes for us all at some point, but something tells us that today is not the day for Alucard. Death is actually surprisingly easy to destroy, given that he's generally one of the most difficult bosses in the other Castlevania games.

At the beginning of this fight, stay on the ground and land some jumping swipes to the bottom portion of Death's robes. When he finally takes a position near the center of the room, jump up to one of the ledges next to him and dole out punishment from just inside sword range (and just outside of his dark globe attacks) until Death reveals his true, almost robotic form. If you're carrying the Osafune Katana or Alucard Sword at this point, the fight becomes

extremely easy as the teleporting abilities of each of them keep you out of harm's way for most of the fight. If you aren't carrying such heavy artillery, you should stay near the floor and try to stay very close to Death.

The sickles that he hurls stop when they come back to him, so as long as you're beneath him, they'll most likely return to his hand before they have a chance to do any damage. You can also assume your Mist form temporarily to avoid this attack, but the recovery is a little slow to have much of a chance at an effective counter-attack. It seems that even Death has a limit to how much punishment he can take, and once he's out of commission, you'll be able to collect his good luck charm—the Eye of Vlad.

WALL PLATE

16. This panel works the same way as the panel in the regular castle, but it's much more difficult to get the Demon to hit it since it rests so low inside the floor. The most reliable technique is to stand next to the left wall, then quickly walk to the right and crouch when you reach the stairs. If you're lucky, the Demon will get the clue and fly down to hit the switch, opening a new area for you to explore.



BOSS #8 GALAMOTH



17. **RELIC—MIST 3 (Gas Cloud):** Galamoth is truly one of the most difficult enemies in the game to defeat, if for no other reason than he has so many different attacks to throw at you. If it's not some form of lightning, he's kicking you or smacking you around with his big lightning staff.

You can try to duke it out with him on the floor, but the best way to handle him is to walk straight up to him, begin to jump over him, and then become Mist and fly up to the ledge right behind his head. If he's throwing dark attacks when you get there, wait for them to stop, and then change back into your human form. Once you're on the ledge and his head is directly to your left, relentlessly strike his head until he crumbles into dust. You might be tempted to go for some fancy special attacks or other high-risk maneuvers in this position, but resist the urge.

He has tons and tons of hit points, so make sure you have a strong familiar called out and keep bashing him until he gives in. Once he's out of the picture, go to the upper left corner of the room and follow the passage around to the best of the Shape-changing powers—Mist 3! In Poison Cloud form, all you need to do is fly over anything to automatically damage it!

BOSSSES #9 & #10 SHAFT & COUNT DRACULA

The end of my quest is at hand! It is for this moment that I have fought my way here, through infinite hardships and merciless foes. The dark lord of this dwelling is near... I can feel it. And he is aware that I am here, as well. Chills race up my spine, my skin is so cold, and my tremulous heart beats so fiercely... I wish I could calm it! An icy wind manifests within the chamber, permeating the room with an air of death and softly whispering of his coming... And now, whether I stand ready or not, I must face my father.



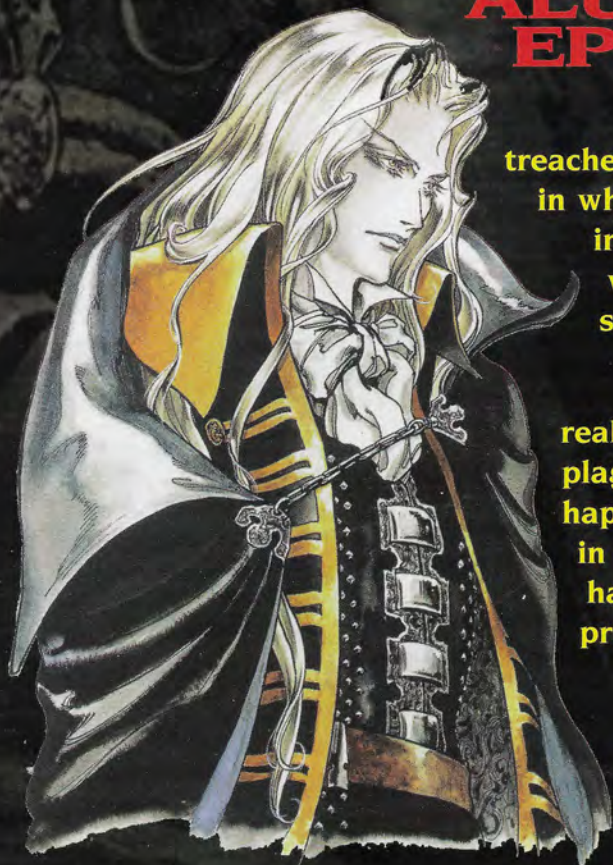
The room that once provided you shelter is now Shaft's base of operations. It's up to you to put an end to his madness before he can bring the evil of Count Dracula into the world once again, and since he's not open to reason at this point, you're going to have to make him an offer he can't refuse. Shaft is really quite simple to destroy. All you need to do is hit the bubble that surrounds him as he floats about the room. The green skulls that float around his bubble absorb the impact of your sword strikes, but strategic use of the Mournblade here will result in the re-acquirement of hit points that you might lose while trying to get your sword past his defenses. As always, keep the pressure on by staying close and not letting him scare you away. You'll soon see why this Shaft isn't the mean mutha you may have heard so much about if you strike him as often as possible.

Once Shaft has had enough, you'll be teleported to the realm of Count Dracula to face your father in a brutal fight to the death. Dracula's true form is more than a handful to deal with, so make sure you've got your best gear equipped. Even though weapons like the Osafune Katana and the Alucard Sword are more powerful, we recommend using the Mournblade. This way, you'll keep earning back the hit points that will inevitably be taken away from you. The three main things to watch for are Dracula's long-distance Shield spell, his Triangle attack, and his Summon Creature spell. Dracula can only cast the long-distance Shield spell while in the background, so when you see it coming, be sure to change into Mist until it passes.



The Triangle attack is about to come when you see the three skulls stretch into a triangular pattern and a triangular vortex begins to form between the points. Quickly change into Mist to avoid the attack, and switch back as soon as the vortex closes. To avoid the Summon Creature spell, watch for a circular vortex to open in front of the skulls. When it does, immediately change into Mist and wait for Dracula's claws to eliminate the creature for you. Change back into human form as quickly as possible, and continue to hit those skulls as hard as possible. Now is the time to throw out everything, so use your Magic weapons in-between your sword attacks whenever possible to increase your effectiveness. When Dracula is finally exhausted, it's time to relax and enjoy the rest of the story. Congratulations! You've saved the world from the evil that is Count Dracula once again. See you in 100 years...

ALUCARD'S EPILOGUE



I am weary from my lengthy and treacherous journey, and I must seek a safe stead in which to repose. Although I have succeeded in my quest, I cannot be rid of this overwhelming emptiness that fugs at my very soul.

My father, in his last moments, finally realized the truth. But so sadly, too late. I am plagued by these painful thoughts. My only happiness lies in the hope that he now exists in the same realm with my beloved mother, having finally reconciled his evil practices.

As for me, I know not what lies ahead. Cursed blood flows through these veins, and my presence can only bring misfortune amongst mortals. They fear what they do not understand. Instead, I

must go on, sorrowfully, in solitude.

Shall I dig an abysmal pit in the black earth, and lay down to sleep forever? Or perhaps a cozy tomb would be more appropriate.

Through all of this, my mind drifts effortlessly back to the sweet visage of Maria. If only I could spend my life with her. She is the only one who understands what and who I am. But I could never ask her to come with me. No, I must prepare myself for the coming of the next century. My father may rise again. With all of my heart, I hope it is as the remade immortal I witnessed just moments before...

But what is this? Can it be... Maria?



Secret Codes

So you think you finished, huh? Once you've completed the game, there are a few new tricks you can try to play the game again with a whole new perspective. Try entering the following names when you start a New Game on a memory card with a completed game saved on it.

PLAY AS RICHTER BELMONT

At the final battle (200%), save your game to the memory card. Then begin a new game and enter "RICHTER" on that same memory card.





The merchant will not acknowledge Richter, and you won't find any of the items or weapons. He also takes damage easily.

SPECIAL ARMOR

Enter the code AXEARMOR to play through the game with special armor.



LOTSA LUCK

Enter the code X-X!V"Q to get a Luck attribute of 99. This aids you in discovering rare Items.



ALUCARD		LEVEL 1
HP	25/ 25	STATUS
MP	1/ 1	GOOD
HEART	5/ 5	
STR	1+ 4	ATT
CON	0+10	DEF
INT	0	
LCK	99+20	
EXP	0	
NEXT	100	
GOLD	0	
		ROOMS
		BEAT
		TIME
		0:03:50

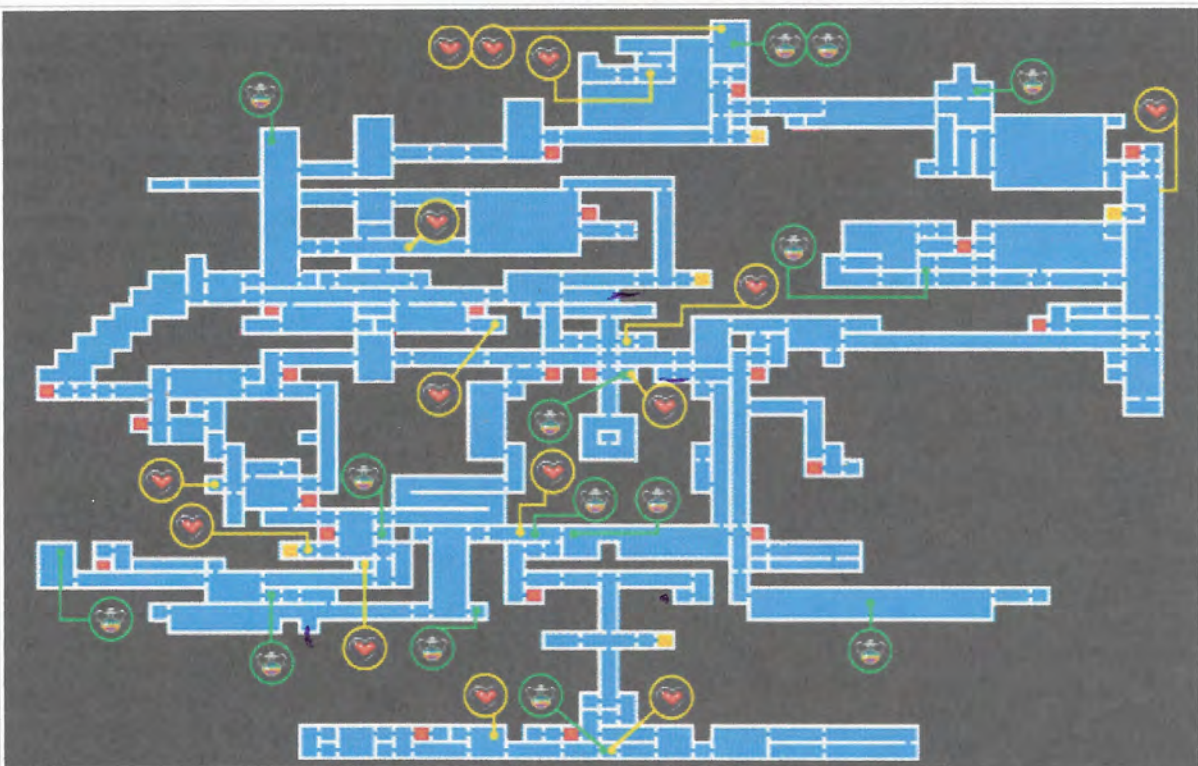
Equip

Relics

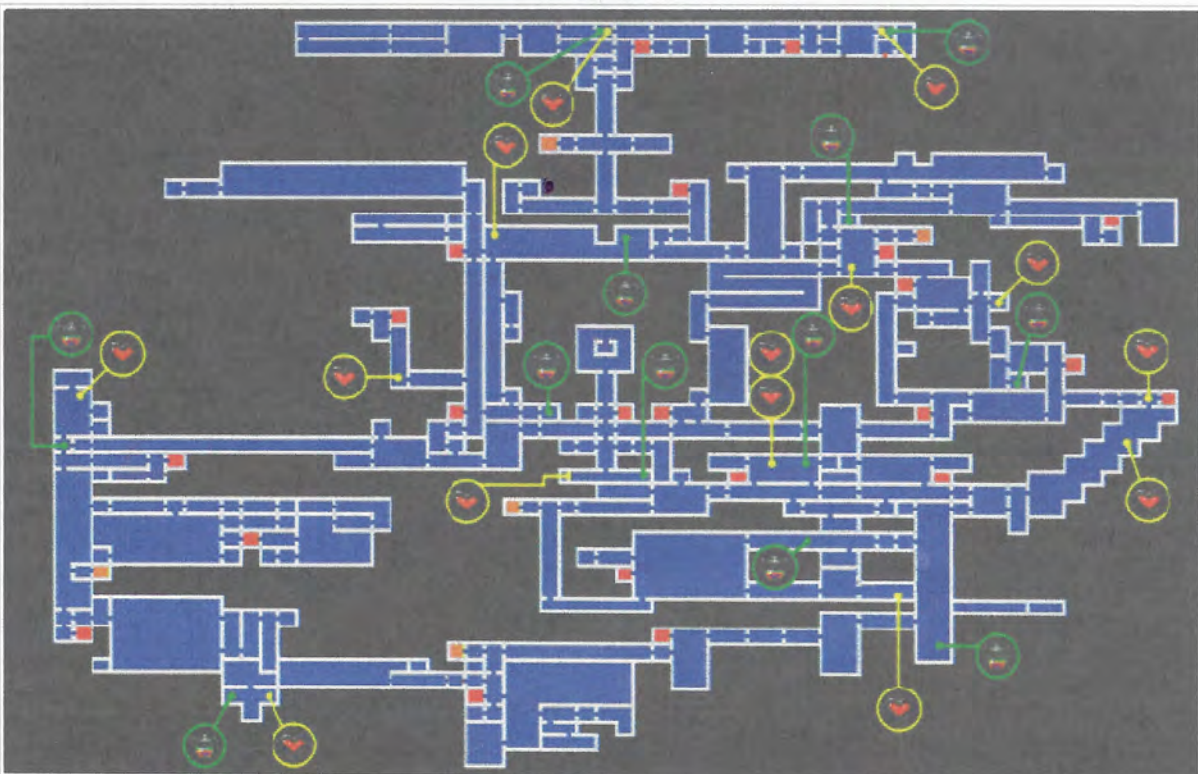
System

Familiars

First Castle



Inverse Castle



The red rooms are save points and the yellow rooms are warp rooms (key hole shape in the back)

Once you get the Holy Water, never let go of it! Its Item Crash will make short work of all enemies and even the bosses. That might take some of the fun out of Richter's quest, but I never thought it was much fun to die in 2 hits, did you?

Remember to get around everywhere using the Super Jump. If you have trouble reaching a particular platform, the Blade Dash might help.

Using the following directions, you can beat Richter's quest in less than 30 minutes.

1. From the Entrance, head right to the room with the big rock in center where Alucard gets to the Jewel Sword. Super jump through the hole in the ceiling and get the Holy Water. Aah, refreshing!
2. Now make your way to the Alchemy Laboratory. Save!!
3. From the Alchemy Laboratory, go up and left to the Royal Chapel. Save again!!!
4. Head all the way right, killing the Hippogryph boss, until you reach the Castle Keep. Make your way up and left to the Inverted Castle portal. Teleport!
5. From the Reverse Castle Keep, save your game and head to the Reverse Royal Chapel.
6. Head right and fight Medusa. You should really beat her without the Holy Water; it's very easy.
7. Keep going right through the Reverse Castle Keep until you reach the chapel room with the flying sword enemy. Take the top-left exit to the Colloseum.
8. Go all the way left through the Colloseum. If you use either Save Room, be careful not to fall on enemies and die when exiting the room.
9. Once you reach Reverse Olrox's Quarters, head straight up into the Marble Gallery.
10. From the Marble Gallery, keep going up. Save before fighting Shaftand winning the game! Man, that was fast.

Castlevania™

Symphony of the Night

Official Guide

Fear has an address...

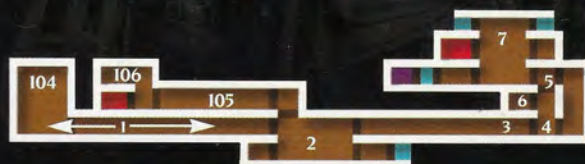


Once again Dracula's castle has risen from the mist as his evil followers begin preparations to resurrect their dark lord. The only hope of stopping Dracula's legions is a lonesome adventurer with a dark secret. Alucard, the son of Dracula, has entered the castle alone to put an end to his cursed bloodline.

This book is the key to the castle... and your survival!



MAPS & WALKTHROUGH



Complete Walkthrough & Boss Strategies
Color Maps for Every Part of Dracula's Castle

GAME SECRETS

Secret Codes
Play as Richter Belmont
Discover and Defeat the Inverted Castle
Locations of the Hidden Items

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